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EMPIRE EARTH®

5000 BC 1000 BC 400 AD 800 AD 1500 AD 1800 AD
UPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE

PRIMA OFFICIAL GAME GUIDE

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Chapter 1: The Basics

Welcome to *Empire Earth II*®

It's possible to jump right in and start playing *Empire Earth II*®, especially if you've played other real-time strategy games or, better yet, the first *Empire Earth*®. But *Empire Earth II*® has some notable distinctions from your average RTS. It's even significantly different from its predecessors.

In this guide, we'll take an in-depth look at the factors that distinguish the game from its peers. In this chapter, we'll look at the basic game concepts, the things you absolutely must understand in order to play the game well. From the complex combat dynamics to the epoch system that requires you to continually change strategies as you advance through the ages, this chapter will show you the foundations of effective base building, effective combat strategies, and mastering the complex hotkey system that can significantly increase your skill level.

In later chapters, we'll go through each of the single-player campaigns and turning point missions, examine the differences between the single-player and multiplayer games, take an in-depth look at every unit type and

structure in the game, and examine the strengths and weaknesses of each civilization and region.

To get started, we'll take a brief look at the factors that set *Empire Earth II*® apart from other RTS games, including the original.

Fifteen Epochs

As your civilization becomes more advanced, you'll actually progress through the ages, going from crude Stone Age weapons and technologies to the future, where hulking HERCs and powerful air fighters dominate. Each epoch brings new units and technologies.

Fourteen Civilizations

With fourteen civilizations divided into four regions, choosing the best civilization for your play style and the game type is crucial. Each region has different wonders, powers, and strengths, and each civilization has its own bonuses and unique units.

The Rock-Paper-Scissors Combat System

Much simplified from the original game, but more complex than in your average RTS, the combat system involves understanding the classes of units available, and their strengths or weaknesses against the other classes.

There are distinct relationships between the various classes of land, air, and sea units, and these will be examined in detail.

Base Building

How you set up your base and what buildings you choose can have an effect on your efficiency and your troops' combat ability. We'll look at some ways to get the most out of your buildings.

Research and Technology

Research and technology gives bonuses to your units and your economy, and allows you to progress through the epochs. The technology system is a unique element in the game and understanding it is crucial.

These are just a few of the elements that make *Empire Earth II* unique. Each of them will be covered in this guide to help you understand the complexities of the many game concepts, along with tips and strategies that will help you see both the big picture, and the small details that can give you a slight or significant advantage.

Game Concepts

In this section, we'll look at the basic principles of gameplay and how they may differ slightly from those found in more traditional real-time strategy games. Note that many of these concepts will be slightly adjusted based on which civilization you are playing.

The Epoch System

Empire Earth II doesn't just give you a static set of units and resources.



Instead, it follows your civilization from the dawn of time to the distant future. This is done through the game's epoch system.

The epoch system reflects how, through the discovery of new technologies, civilizations evolve. In the early epochs, you'll have nothing but crude weapons and weak structures. But as the ages pass, you gain access to more powerful materials and abilities, culminating with mechanized HERCs, powerful flying units, and even nuclear weapons.

As the epochs pass, you need to adjust your strategy. Not only do the actual resources available change, but certain resources will become more important as you advance. Your units will change as well. Units built in one epoch will usually evolve when a replacement unit is introduced, but in a few instances they will not. For instance, mounted soldiers do not turn into tanks when armored units replace mounted units.

Advancing from one epoch to the next is entirely dependent on your technology level. Technology research will be covered in more detail later in this

chapter, but in regard to epochs, one thing is important. To advance, you must research six technologies and the required number of tech points to begin advancing. As you advance, moving to the next epoch will cost an increasing number of tech points.

NOTE

TO ADVANCE, YOU NEED TO RESEARCH SIX TECHNOLOGIES. THERE IS ONE RESTRICTION: YOU MUST RESEARCH ALL FOUR TECHNOLOGIES IN A SINGLE CATEGORY. THE OTHER TWO CAN BE FROM EITHER OF THE OTHER CATEGORIES, EITHER BOTH IN ONE OR ONE FROM EACH.

The Epochs

Epoch I: Stone Age

- Advancement cost: None
- Period: 10,000 BC–5,000 BC
- Special resources: Tin

In Epoch I, you have access to both light and heavy infantry, and light artillery units. Additionally, you have access to most basic non-combat units. Basic naval units are also introduced in the first epoch.

Epoch II: Copper Age

- Advancement cost: 32 tech points
- Period: 5,000 BC–2,500 BC
- Special resources: Tin

In Epoch II, you gain access to markets and, as a result, trade becomes a factor. Stables are introduced, allowing you to build light and heavy mounted units, and a secondary heavy infantry unit is also available. Farms can be built, making food harvesting more reliable.

Epoch III: Bronze Age

- Advancement cost: 32 tech points
- Period: 2,500 BC–1,000 BC
- Special resources: Tin

In Epoch III, your earliest units are replaced by their first successors. Civilization-specific unit elite upgrades are also available for the first time, as are siege weapons.

Epoch IV: Iron Age

- Advancement cost: 32 tech points
- Period: 1,000 BC–400 AD
- Special resources: Tin, Iron

In Epoch IV, iron is added to your resource pool. Siege towers are introduced. Spies can learn the Sabotage and Restore abilities through researching the Subterfuge technology. Your city limits expand in this epoch.

Epoch V: Dark Ages

- Advancement cost: 48 tech points
- Period: 400 AD–800 AD
- Special resources: Tin, Iron

More of your units benefit from the discovery of iron, with many units receiving successors in this epoch. Mounted, naval, and artillery units can be significantly upgraded through the available technologies.

Epoch VI: Middle Ages

- Advancement cost: 48 tech points
- Period: 800 AD–1300 AD
- Special resources: Tin, Iron

Each civilization's second unique unit and wonder becomes available, and leaders gain new powers and attributes. Most notably, the entire naval structure changes, with multiple warships replacing the single war galley of the first five epochs.

Epoch VII: The Renaissance

- Advancement cost: 56 tech points
- Period: 1300 AD–1500 AD
- Special resources: Iron, Saltpeter

The introduction of saltpeter allows for the building of more powerful infantry units. Heavy infantry become ranged units, though pikemen can still be built. Siege weapons are no longer available. The city limits once again expand.

Epoch VIII: Imperial Age

- Advancement cost: 56 tech points
- Period: 1500 AD–1650 AD
- Special resources: Iron, Saltpeter

The second class of unique units can now be upgraded to elite status. Artillery units and light mounted units take advantage of gunpowder, making them more powerful. More powerful warships are introduced, and the workshop evolves into the factory.

Epoch IX: Age of Enlightenment

- Advancement cost: 56 tech points
- Period: 1650 AD–1800 AD
- Special resources: Iron, Saltpeter

Spies can learn the contamination and decontamination abilities. Light

and heavy infantry units become more powerful.

Epoch X: Industrial Age

- Advancement cost: 72 tech points
- Period: 1800 AD–1900 AD
- Special resources: Saltpeter, Oil

Your city limits expand again, and the introduction of oil makes heavy artillery more powerful. Air defenses become available, to protect against more advanced opponents who have reached Epoch XI. Medics can be produced at universities.

Epoch XI: Modern Age

- Advancement cost: 72 tech points
- Period: 1900 AD–1940 AD
- Special resources: Saltpeter, Oil

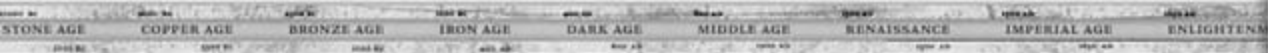
The effects of oil become more widespread. The airport and hangar become available and, with them, air units. Naval warfare changes again with the introduction of new ship classes. The third unique unit and wonder for each civilization are available, and leaders gain new attributes and powers. Tanks replace mounted units as the manufacturing plant replaces the stable, and mobile anti-air units can be built.

Epoch XII: Atomic Age

- Advancement cost: 88 tech points
- Period: 1940 AD–1980 AD
- Special resources: Saltpeter, Oil

The coming of the Atomic Age has one major impact: the introduction of nuclear bombers to your air arsenal. Paratrooper planes also become available.

CHAPTER 1: THE BASICS



Epoch XIII: Digital Age

- Advancement cost: 88 tech points
- Period: 1980 AD–2030 AD
- Special resources: Oil, Uranium

Nuclear technology plays a bigger role, and the missile silo is available, allowing you to build the incredibly powerful ICBM. The third unique unit for each civilization can now reach elite status. Helicopter units are introduced, as are satellites.

Epoch XIV: Genetic Age

- Advancement cost: 88 tech points
- Period: 2030 AD–2130 AD
- Special resources: Oil, Uranium

The HERC manufacturing facility becomes available, allowing the construction of HERC units. Air combat units all receive major upgrades. Anti-Ballistic Missile Systems technology research can lessen the threat of ICBM attacks.

Epoch XV: Synthetic Age

- Advancement cost: 104 tech points
- Period: 2130 AD–2230 AD
- Special resources: Oil, Uranium

Almost every unit class receives a major upgrade, and the Hera repair HERC becomes available.

Regions and Civilizations



There are fourteen civilizations from which to choose, and each has significant bonuses to various areas. Some civilizations have military bonuses, while others have advantages in research, economy, or religion. Further, each civilization is part of a greater regional group, each of which also has bonuses. There are four regional groups: Far Eastern, Meso-American, Middle Eastern, and Western. Each of

the fourteen civilizations belongs to one of these groups.

Depending on which civilization you choose, you'll have access to specific wonders, regional powers, and unique units. These are all covered in much greater detail in Chapter 29, but here's a basic overview of how your choice of civilization will affect the game.

Wonders



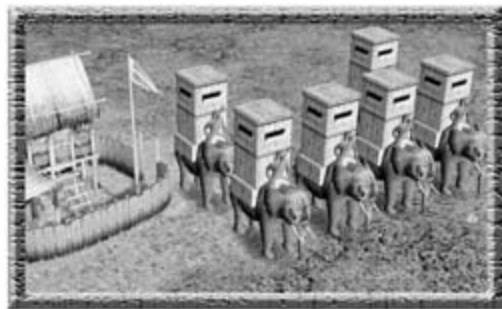
Wonders are buildings that add a specific, unique bonus to your empire. Wonders cost a great deal to build, but

their benefits can often shift the balance of the game in your favor. Wonders are region-specific, meaning that every civilization in a regional group has access to the same three wonders. A new wonder becomes available in Epoch I, Epoch VI, and Epoch XI, and older wonders are still available when a new one is introduced.

Regional Powers

Regional powers give your empire a boost in one very specific area. When activated, the power lasts for 60 seconds, then requires 5 minutes to recharge. New powers are introduced in Epoch I, Epoch VI, and Epoch XI, and older powers are no longer available when a new one is introduced. Regional powers are the same for every civilization in a regional group.

Unique Units



Each civilization has three unique units. Unlike wonders or regional powers, these are civilization-specific. Unique units are typically military units, although some civilizations, such as the British and the Japanese, have access to unique spies and/or priests. Unique

units are introduced in Epoch I, Epoch VI, and Epoch XI, and older units can no longer be produced when a new unique unit becomes available. Unique units that have survived, however, will still be usable in later epochs.

Economy



Your economy is the backbone of your empire. The economy is made up of resources, which allow you to build structures and units. To harvest resources, you need citizens. The majority of resources are found in small deposits that are then harvested by your citizens. Your citizens have a basic rate at which they harvest each resource, and they have a capacity of each resource that they can carry. When they're at their maximum capacity, they take the resources to the nearest drop-off point.

Most standard resources can only have six citizens gathering at any single time. It's a good idea to always have six units harvesting any available resources, as long as your population cap can withstand that many non-combat units.

CHAPTER 1: THE BASICS



There are a few exceptions to these basic rules. Farms can only accommodate one citizen at a time, while wood can accommodate many more than six citizens, provided there are several trees in the area. Oil and uranium both require specific buildings in order to be harvested, and these buildings must have citizens garrisoned within them to operate. Each can hold six units.

NOTE

SOME REWARDS CAN IMPROVE THE RATE AT WHICH YOUR CITIZENS HARVEST, INCLUDING CROWN POWERS AND RESEARCH TECHNOLOGIES.

Resource Drop-Off Points



The most important elements of your resource harvesting operations are how

many citizens you've assigned to each resource, and how close they are to a drop-off point. The latter makes a huge difference. Building warehouses close to resources is vital, as every bit of time your citizens spend walking could be better spent harvesting.

Though it's possible to build warehouses directly next to resources, this is not always the best plan. When several different resources are close together, building a single warehouse near them all can be very beneficial if you then garrison that warehouse.



Garrisoning drop-off points gives you a small bonus to all resources deposited there. Each citizen garrisoned in a warehouse or city center adds +2 percent to the resources deposited there, and each of these structures can hold up to five citizens, making a maximum of a +10 percent bonus at each location. This bonus can add up quickly, so garrisoning is always a good idea, provided you can afford the population and those citizens wouldn't be more useful actually harvesting. Note that these bonuses only affect the specific building at which the units are garrisoned, and that docks (the drop-off

point for fishing ships) cannot be garrisoned for drop-off bonuses.

TIP



Each house in your territory also adds a +1 percent bonus to drop-off locations, and this bonus affects all drop-off locations in the territory, including docks.

The Resources

There are four basic resources that remain constant throughout the epochs: food, wood, stone, and gold. Gold and stone are both mined from deposits, and these deposits are infinite. Wood is gathered from trees, which are not infinite. With wood, it's always a good idea to have your citizens harvest at a location with multiple trees, so that they'll move on to the next available source automatically.

NOTE

TECHNOLOGY POINTS, OR TECH POINTS, ARE A UNIQUE RESOURCE, AND ARE COVERED IN THE RESEARCH AND TECHNOLOGY SECTION OF THIS CHAPTER.



Food can be gathered in multiple ways. In Epoch I, your only choices are foraging from bushes or hunting animals. Fishing is also available in Epoch I, and this is one of the best sources of food available throughout all the epochs. Fishing boats can carry more food per load than citizens, but the seas can be dangerous, and unless you have warships protecting your fishing boats, they are prone to being destroyed often.

In Epoch II, the introduction of farms gives you a much more constant supply of food in the safety of your cities. Farming is slower than other methods of gathering food, however, because each farm can only hold one citizen at a time.



In addition to the basic resources, there are also special resources—tin,

CHAPTER 1: THE BASICS

iron, saltpeter, oil, and uranium. The special resources are introduced every three epochs, and are listed above in the order they appear. For the first three epochs, you only have tin, but in the remaining epochs you have two special resources, with the newest replacing the oldest from Epoch VII on. So, for instance, when saltpeter is introduced, tin is no longer available.

Tin, iron, and saltpeter are harvested from deposits, just like gold and stone. As mentioned above, oil and uranium require special buildings that must be

garrisoned, and generate resources at a specific rate. They do not require drop-off points.

NOTE

WHEN YOU ADVANCE TO AN EPOCH IN WHICH A SPECIAL RESOURCE BECOMES OBSOLETE, ALL REMAINING SUPPLIES OF THAT RESOURCE ARE AUTOMATICALLY SOLD FOR GOLD IF YOU HAVE A MARKET. IF YOU DO NOT HAVE A MARKET, THE RESOURCES JUST DISAPPEAR.

Flora and Fauna

Bushes, trees, and animals all provide resources. Bushes can provide food for foraging, while trees can provide food or wood, depending on the type of tree.

Trees

Trees are the only source of wood, and can facilitate up to three citizens harvesting at a time. Each tree can provide 1277 units of wood before it is exhausted and the citizen must move on to another tree. Fruit trees do not provide wood. Instead, they provide an inexhaustible source of food. Fruit trees can accommodate six citizens at a time.

Forage Patches

Forage patches are bushes that provide a finite source of food. Six citizens can harvest at a forage patch simultaneously. Each forage patch contains 2000 units of food.

Animals

All animals can be hunted for food, but some will hunt back and therefore aren't worthwhile targets. The following animals make good targets for food gathering in the early epochs.

Boar

Food: 80

Hit points: 20

Camel

Food: 80

Hit points: 20

Cow

Food: 40

Hit points: 10

Deer

Food: 80

Hit points: 10

Goat

Food: 40

Hit points: 10

Elephant

Food: 80

Hit points: 20

Llama

Food: 40

Hit points: 10

Predatory Animals

Though these animals will provide food, they will also attack any units that get close, making them a less viable target for your citizens.

Coyote

Damage: 2

Food: 10

Hit points: 20

Tiger

Damage: 4

Food: 10

Hit points: 30

White Wolf

Damage: 2

Food: 10

Hit points: 20

Wolf

Damage: 2

Food: 20

Hit points: 10

The Citizen Manager



The Citizen Manager screen provides a very quick way to assign your citizens to resource gathering. The Citizen Manager is available from the main interface bar or from the main map screen. It shows all resources in all visible areas on the map, as well the number of your citizens assigned to each specific resource location.

To quickly assign citizens to new tasks, right-click on the number of citizens at one location to select them. Multiple right-clicks will select multiple

citizens. Then, simply click on the new resource you want to assign them to. Using the Citizen Manager, you can very quickly assign all of your citizens to new tasks, or simply move several citizens to a resource that isn't being harvested quickly enough. It also gives you a good overview of what is being harvested and where. This information can additionally be found by hovering the cursor over any of the resource icons on the main screen.

TIP

The Citizen Manager screen can also be used to assign citizens to construction projects.

Trade



CHAPTER 1: THE BASICS

Having a surplus of a single resource is never a bad thing. In Epoch II, the market becomes available, allowing you to sell resources for gold, which can then be used to buy resources you need. Every time you buy or sell resources, however, the price is raised or lowered accordingly.

The introduction of the market also allows you land-based trade routes. Though trade is available in Epoch I with sea-based trading cogs, the majority of your trade will be done over land.

Trade routes generate gold, and you can trade with your own markets (foreign trade is not available until Epoch III, and you must first research Currency). To create a trade route, produce a trade cart at the market or a merchant ship at the docks. Then, simply right-click on the destination for the trade route. You can also make the destination market the rally point for the producing market, and the trade route will automatically be established when the unit is produced. Each trade route can only travel between two locations, and land-based trade units can only travel to markets, while sea-based trade units can only travel to docks. Each time a trade unit reaches a destination, it takes a small amount of time to drop off its cargo. This time can be shortened through technology research.



The amount of gold generated by each route is primarily based upon how far the unit must travel, and the value of the route is displayed in the unit info panel when the trade unit is selected. You can have multiple trade units traveling between the same destinations, all generating roughly the same amount of gold. Foreign trade is always more profitable. You receive a 20 percent foreign trade bonus from your trade routes with other players, and you additionally receive 20 percent of the value of all trade routes players have established with you.

If a trade unit is converted, the trade route is suspended and the converting player receives 20 percent of the route's value. If a dock or market is destroyed, the trade unit will automatically choose the closest market or dock as its new destination. Trade can only be conducted between allied or neutral players. If that relationship turns hostile, all trade routes are suspended and trade units automatically return to their home location.



NOTE

IF YOU ARE TRADING WITH A PLAYER WHO HAS ADVANCED TO A HIGHER EPOCH THAN YOU, THERE'S A CHANCE THAT A TRADE WILL ALSO EARN YOU A SINGLE TECH POINT EACH TIME YOUR TRADE UNIT REACHES THAT PLAYER'S MARKET OR DOCK. FOR EACH EPOCH THE TRADING PARTNER IS ABOVE YOU, THIS CHANCE INCREASES.

Research and Technology



Each epoch has twelve technologies that can be researched, and each of these adds a bonus to your civilization. The technologies are broken into three categories: military, economic, and imperial. Each technology requires a certain number of tech points to research and, because of this, tech points are a very important resource. Without them, you cannot research new techs, and without new techs, you cannot advance to the next epoch.

Primarily, tech points are generated at your temples and universities. Each territory can only have one each of

these buildings. To generate tech points at these buildings, you must garrison them. Citizens can be garrisoned at universities, while only priests can be garrisoned at temples. There are several other ways to generate tech points, as outlined below.

All civilizations can acquire tech points through the following actions:

- Garrisoning temples with priests
- Garrisoning universities with citizens
- Capturing an enemy temple
- Capturing an enemy university
- Trading with players in higher epochs
- Using the spy's Gather Intelligence power on an enemy (requires Secret Societies technology)



In addition, Western civilizations can get tech point bonuses from combat by building the Brandenburg Gate wonder. Meso-American civilizations gain tech points whenever they convert an enemy unit with a priest. Middle Eastern civilizations gain tech points every time they complete any of their available wonders.

Advance versus Research

The bonuses provided by research are very significant, and their benefits usually extend beyond the epoch in which they are offered. Because of this, you are faced with an important decision whenever you've researched enough technologies to advance. Should you stay in your current epoch and continue researching? Or should you advance to take advantage of the new units and upgrades to your current units?

An argument can be made for either. Advancing quickly will give you a slight advantage over your opponents if they haven't advanced yet. But if they stay behind and continue to research, they'll be stronger than you when they finally do advance. In general, it's best to research any technologies that will be useful to your playing style. Advancement is always beneficial, but it's even better to advance when your empire is as efficient as it can be.

Crowns



Crowns are rewards that you receive when you have surpassed your opponents in one of the three technology categories. Each category (military, economic, and imperial) has its own crown, and winning a crown allows you to choose a single, beneficial power that lasts for five minutes (see the Research and Crowns chapter for details on the possible crown awards). Crown powers give you advantages in their relative area.



Your crown score is available from the Crown menu on the main interface bar. Your crown score is based on several factors, which vary according to the crown in question. However, there is one constant: you cannot win a crown until you've researched all four technologies in that crown's branch. To win the military crown, for instance, you must first research all four military technologies in your current epoch.

If you've researched all four technologies, and you have the highest crown score of the eligible players, you will win the crown. When the five minutes expire, you may retain the crown and choose a new (or the same) power, but if another player has surpassed your score, the crown will move to that player.

The military crown score is based on the following factors:

- Enemy units killed
- Enemy buildings destroyed
- Enemy buildings captured
- Military units produced
- Military buildings constructed
- Military techs researched
- Percentage cost of any wonders constructed

The economic crown score is factored with the following criteria:

- Economic buildings constructed
- Trade routes operating
- Resources gathered
- Gold generated through trade
- Economic techs researched
- Percentage cost of any wonders constructed

The imperial crown score is based on the following:

- City centers constructed
- Roads constructed
- Bridges constructed
- Population level
- Resources acquired through capturing buildings
- Enemy units converted
- Territories claimed
- Imperial techs researched
- Percentage cost of any wonders constructed

As you can see, building wonders will always give you a big advantage toward all three crowns. Note that advancing to the next epoch does not affect your crown scores, and in fact can

cause you to lose progress, because you'll lose any research progress you've made toward a crown when you advance.

Diplomacy



Diplomacy is available in all game types, but plays a much larger role in multiplayer games. It does play a role in the three single-player campaigns, but in these missions your diplomatic choices will usually be limited and determined by the scenario. There are three diplomatic states: allied, neutral, and hostile.

The latter two states are fairly self-explanatory. You will not attack neutral players automatically, and they will not attack you. You can attack them, however, by using the "force attack" command. Attacking a neutral player will automatically change your diplomatic state to hostile. Neutral players can trade with one another. Hostile players cannot trade, and hostile units will always attack your units, and your units will always attack hostile units unless their combat stance is set to "hold fire."

Alliances



Alliances are more complex. You cannot attack your allies' units, and they cannot attack your units. Alliances have many more variables than the other states, and these variables are determined when the alliance is proposed between two players. When proposing an alliance, there are many conditions from which to choose:

Duration

You have two choices for the duration of your alliance. It can either last until one player decides to declare war, or it can last for an amount of time agreed upon by both players.

Line of Sight Sharing

You can choose to share your line of sight (LOS) with your allies, or not. You can also choose how much of your LOS you are willing to share, but remember that LOS restrictions go both ways. Full LOS allows your ally to see everything you can see, and for you to see everything in his or her line of sight. Buildings LOS shows your ally only

things within view of your buildings, and Units LOS shows only things within view of your units.

Border Permissions

The border permissions options determine what units your allies are allowed to move into your territory, and vice versa. Full border permissions allow any allied units to move into your territory. Civilian border permissions allow citizens and trade units into your territory, so that your ally can harvest your resources. Trade-only permissions only allow trade units to enter your territory. You can also select to have no border permissions.

Resource Tariff

If your alliance includes full or civilian border permissions, you can harvest resources in your ally's territory without fear of breaking the treaty, and he or she can harvest in your territory. The resource tariff gives the owner of the territory any resources harvested there by allies. It can be set to any percentage, or you can agree to charge no tariff.

Tributes

While not a required element of an alliance proposal, tributes can sweeten the deal, especially when you are allying with a more powerful player. You can tribute resources in increments of 100, or you can tribute units or full territories. When tributing resources, there is a tribute tax associated, so giving a large amount can be very costly. This tax can be reduced through research technologies.

You can also demand that another player pay you resources when you

propose an alliance. On the tribute screen, right click on the resource number to create a demand, or left click on the number to create an offer. You cannot demand resources without also proposing an alliance. To demand a territory from a player, simply click on the territory you want from the territory tribute screen.

It's also possible to tribute resources, units, or territories to neutral or hostile players to curry their favor in hope of a future alliance or neutrality.

NOTE

WHEN CREATING MULTIPLAYER OR SKIRMISH GAMES, YOU CAN SELECT WHETHER OR NOT TREATIES CAN BE BROKEN. IF THEY CAN BE BROKEN, YOU CAN DECLARE WAR ON YOUR ALLIES WHENEVER YOU CHOOSE. IF TREATIES HAVE BEEN SET TO UNBREAKABLE, YOU CANNOT BREAK TIMED TREATIES UNTIL THEY HAVE EXPIRED.

Weather

One of the most unique elements is the game's use of weather effects. Severe weather conditions have adverse affects on your units, and will reduce their line of sight and movement speed. The more severe the weather, the more severe the penalties.

Outposts provide weather forecasts. If you click on any of your outposts, it will inform you of the current weather conditions and the upcoming weather conditions. Additionally, if you have a number of outposts, you will receive warnings about bad or severe weather

conditions. The number needed for warnings varies as you advance through the epochs. From Epoch I to Epoch V, you need four outposts for severe weather warnings. From Epoch VI to Epoch XI, you need six. From Epoch XII on, you need eight.

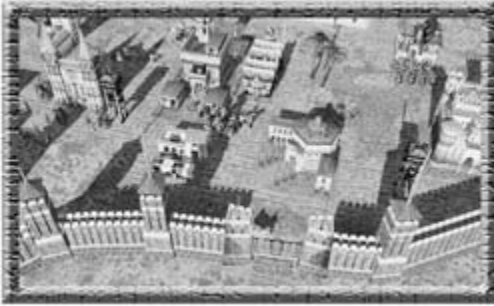


Both bad and severe weather have penalties, and each type of weather is only seen in certain climate zones. Rain is found in temperate and tropical zones, snow is found in temperate zones, and sandstorms are found in arid zones. In all bad weather conditions, all units' line of sight and movement speeds are reduced. Severe weather conditions make this penalty more severe, and can also cause bombs and missiles to miss their targets. Rain has an added penalty in both bad and severe conditions: when it's raining, there is a slight chance that aircraft will be hit by lightning, taking damage as a result. Sandstorms have higher movement and line of sight penalties than snow or rain.

NOTE

AZTEC UNITS SUFFER NO MOVEMENT SPEED PENALTIES IN BAD OR SEVERE WEATHER.

Base Building



Each available building has very specific uses for your civilization, and you'll need to build most everything as you move from a lowly group of settlers to a thriving empire. But base building is a bit more complex than just putting things anywhere. Buildings not only provide you with the ability to create units or more efficiently harvest, they can actually improve your units' combat abilities when defending your territories and can have beneficial effects on each other. Base building is more than just knowing what to build: it's knowing where to build and how many of each building you need.

Building Placement



Only citizens can construct buildings. To build, select a citizen or a group of citizens and then select the wanted structure from either the civilian structure or military structure build menu. When the intended building has been selected, a "ghost" image of the building will appear, attached to the cursor. This allows you to place the building.

The color of the ghosted building tells you whether or not a building can be placed in that location. A green ghost indicates the building can be placed in that location, while a red ghost indicates it cannot, either because the location is invalid or because you can't afford the building at this time. A pop-up window will tell you the specific reason you cannot build. If a ghost is yellow, this indicates that you can build in this location, but it is outside of your territory and therefore will take longer to construct.

When the ghosted building is visible, you can rotate its facing by pressing **[Ctrl]**. Though facing is not terribly important, it can have some benefits with production buildings in that units leaving the building will reach their rally point slightly faster.

Territories

Each map is divided into distinct territories. Generally, you will start with at least one territory already under your control, though in some single-player scenarios this will not be the case. Taking control of new territories and expanding your empire is one of the

most basic and constant goals, no matter what the game type.



The borders between territories are indicated with a line. This line tells you two very important pieces of information: if the territory is claimed, and if so, who owns it, and whether or not its ownership is in dispute. A solid line of any color means the territory has been claimed by a player, and the color corresponds to the player who controls the territory. A broken gray line indicates that a territory is still unclaimed. A broken line of any player color indicates that the territory has been claimed by that player, but that his control of it is currently tenuous or in dispute. A territory goes into dispute when a player no longer satisfies the criteria for owning that territory.

Taking control of a territory requires you to build buildings within its borders. What exactly is needed is dependent on the territory's location relative to territories already under your

control. If a territory shares a border with one of your territories, you need to possess a city center within its borders in order to claim it. If it is not adjacent to any of your territories, you need to possess a city center and a fortress.

The buildings needed to control a territory can be obtained either by building them with citizens or by capturing them from other players. Capturing is a specific ability and will be discussed in more depth a bit later in this chapter.

NOTE

THERE ARE TWO THINGS THAT CAN AFFECT THE BUILDINGS NEEDED TO CONTROL A TERRITORY. IF A PLAYER OWNS THE IMPERIAL CROWN, THE ADJACENT RULE IS IGNORED AND ANY TERRITORY CAN BE CLAIMED WITH ONLY A CITY CENTER.

THE PARTHENON WONDER, AVAILABLE TO WESTERN CIVILIZATIONS, ALLOWS THE OWNER TO CAPTURE A TERRITORY BY BUILDING A BARRACKS AND A WORKSHOP/MANUFACTURING PLANT.

Territory Limits and the Benefits of Expansion



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Taking control of new territories is essential. If a particular resource is not available in your currently controlled territories, gaining access to that resource is essential, and this can best be done by controlling a territory that has this resource.

More important, each territory has limits on how many buildings of a type can be built within its borders. This limitation has serious effects on your population capacity, your defensive capabilities, and your ability to generate tech points. The building limits for a territory are listed below:

TERRITORY BUILDING RESTRICTIONS

BUILDING TYPE	MAXIMUM ALLOWED PER TERRITORY
City centers	1
Markets	1
Temples	1
Universities	1
Fortresses	2
Missile silos	4
Houses	6
Coastal defenses	6
Anti-air defenses	7
Outposts	7
Wall towers	7
Farms	Unlimited
Oil derricks and uranium mines	Resource-dependent
Unit production buildings	Unlimited
Walls and palisades	Unlimited
Warehouses	Unlimited

NOTE

OIL DERRICKS AND URANIUM MINES CAN ONLY BE BUILT ON OIL PATCHES AND URANIUM DEPOSITS, RESPECTIVELY, BUT THERE IS NO TERRITORY-SPECIFIC RESTRICTION ON THEM.

Expansion gives you some very important benefits. The ability to build more city centers and houses gives you a higher population cap. More universities and temples give you more tech points. More markets means more gold income, and more defenses means a stronger territory overall.

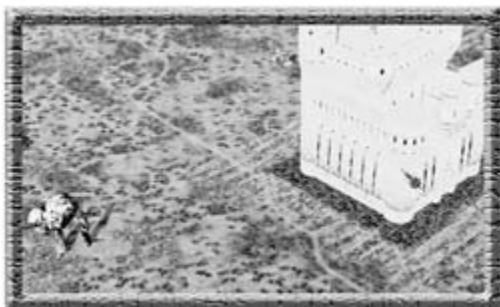
NOTE

THE POPULATION CAP IS THE MAXIMUM NUMBER OF UNITS YOU ARE ALLOWED TO BUILD. THE MAJORITY OF UNITS TAKE UP A SINGLE POPULATION SLOT, BUT SOME CAN TAKE MORE THAN THIS, EVEN UP TO 7 FOR PARATROOPER PLANES. A HIGHER POPULATION CAP ENABLES YOU TO HAVE A LARGER MILITARY FORCE AND MORE RESOURCE GATHERERS.

The territory limits for building types apply to the buildings for all players. Players are allowed to build in territories they do not control, even those controlled by hostile or neutral players. For example, if you attempt to build a fortress in an enemy territory, you will be permitted to do so as long as that territory does not already contain the maximum number (two)

of fortresses. And your fortress will count toward that maximum once it is completed.

If the limit for a building type is reached before you complete your building, your construction will stop as if it had never started, and any resources spent will be returned to you. For example, if two players are simultaneously building city centers in a territory, the first to be completed will take up the single city center slot for the territory, and the second player's construction site will disappear.



Building on foreign soil does have penalties, though. When building in an unclaimed territory, construction takes twice the normal speed. When building in a territory controlled by another player, construction takes three times its normal speed. City centers are not affected by these speed penalties.

TIP

You should always attempt to expand as soon as you have the resources to build a second city center. Even if you'll need a fortress in the territory as well, building the city center will give you "dibs" on the territory.

City Centers and City Limits



The city center is the heart of your empire. It not only produces citizens and scouts, it helps you claim a territory as your own and provides a significant increase to your population capacity. And its name is more than just a figurative label; it actually is the center of your city.

If you click on your city center, you'll see a red line demarcating a boundary around a large area outside of the city center. This area is your city limits, and buildings and units within this boundary receive bonuses. Any building constructed within the city limits receives a 5 percent bonus to its capture resistance. Injured units within the city limits are healed slowly over time. As you advance through the epochs, your city limits grow in size, benefiting more buildings and permitting room for more units.

CITY LIMITS DIMENSIONS

EPOCH	DIMENSIONS
Epoch I	10 x 10 tiles
Epoch IV	12 x 12 tiles
Epoch VII	14 x 14 tiles
Epoch X	16 x 16 tiles
Epoch XIII	18 x 18 tiles

When planning your base layout, it's good to consider which buildings will be within the border of the city limits. Buildings that will cause a significant loss of resources if captured by an opponent, such as temples and universities, are especially good candidates for the added capture resistance.



When placing your city center, there are two things to bear in mind. First, consider how much room there will be to build within the city limits. Though building the city center directly next to a grove of trees or a mountain will provide protection against invaders, it will also make a good deal of potentially beneficial territory unusable. In the early game, it's also important to place your city center close to resources. Until you can reasonably afford warehouses, the city center will be your sole resource drop-off point, and you

want to place it within a short range of as many resource collection sites as possible.

NOTE

YOU CANNOT CONSTRUCT BUILDINGS WITHIN THE CITY LIMITS OF ANOTHER PLAYER, NO MATTER WHAT YOUR DIPLOMATIC STATE WITH THAT PLAYER.

Military Production Buildings



The military production buildings category includes any building that produces combat units. These are airports, barracks, docks, factories, hangars, HERC manufacturing facilities, manufacturing plants, stables, and workshops.

There are no territorial limits on military production facilities, and this is important. It's beneficial to build multiple production facilities in each territory. In fact, it's essential. Units, especially powerful units, are slow to build. The more military production facilities you build, the faster you

produce troops. This is not to imply that multiple buildings actually increase the speed of production for a single unit. Instead, redundant buildings allow you to produce as many units simultaneously as you have buildings.

For example, if you only have a single barracks, producing two types of heavy infantry units and a light infantry unit can take quite a long time. However, having three barracks will allow to produce all three units at the same time, effectively making your military force that much stronger in one-third the time.



Ideally, you should have at least as many of each production building as the number of primary combat units that building produces. Barracks generally produce three types of units, two heavy infantry and one light infantry, so three barracks are ideal. When barracks also have a unique unit available, you should build a fourth barracks, or alternate production of your standard unit equivalent with production of the unique unit. In other words, if the unique unit is a light

infantry unit, alternate between your standard light infantry and your civilization's unique unit. If you can afford to produce both, though, you should.

Some buildings produce both basic military units and non-military or special forces units. Workshops, for example, produce both light and heavy artillery units, as well as siege units, but because you won't need as many siege units, two workshops will usually be sufficient.

Houses



Houses may seem like a minor addition to your empire, but they have a significant impact. And the more you build, the more beneficial they are. Most obviously, houses give your units a place to live outside of the city center, and as such increase your population cap. The basic population cap bonus for each house is 5, but this can be increased through technology.

Houses have other benefits, though, that may not seem so immediate. As mentioned earlier, each house in a territory adds a 1 percent resource bonus to

all resource drop-off locations in that territory. Houses also add morale and fervor bonuses to your territories as well. Each house adds a 3 percent bonus to both morale and fervor.

Territory Bonuses

Morale and fervor are subtle bonuses that affect your units' attack abilities. Morale decreases the amount of damage your units take from attacks, while fervor increases a unit's attack range. Units in territories that you control will automatically receive morale and fervor bonuses as long as there are houses built within that territory. The bonus increases with each house in the territory. This gives your units a slight to moderate advantage when defending your homelands.

NOTE

LEADERS AND SOME SINGLE-PLAYER SPECIFIC UNITS WILL ALSO ADD MORALE AND FERVOR BONUSES TO TROOPS WITHIN THEIR IMMEDIATE VICINITY. IF UNITS WITH MORALE OR FERVOR BOOSTING POWERS ARE PRESENT IN A TERRITORY WITH HOUSES, THESE BONUSES WILL STACK, SO THAT UNITS NEAR THE LEADER BENEFIT FROM BOTH HIS POWER AND THE TERRITORIAL BONUSES.

Defensive Structures



Defensive structures are buildings that exist purely for stopping the enemy from entering your territory, or hurting them once they do. Effective placement of defensive structures can stop a small force from getting near your vital buildings and can considerably thin a larger attack force, making your units' job much easier.

Walls and Palisades



Walls and palisades can be excellent ways to prevent the enemy from invading your territory. It's important, though, that when placing walls and palisades you ensure that there are no unintentionally large gaps that the enemy can get through. Gaps can be used to funnel enemies to well-defended areas, though.

Gates can be built into walls and palisades. When a gate is unlocked, your units and allied units can pass through. Gates can be locked, but enemy units cannot move through gates even if they're unlocked. Locking gates is not to keep the enemy out; it's to keep your units in. Locking your gate can be very beneficial if you

want your units to wait until the enemy breaks through your defenses before attacking.

Walls can be upgraded to towers, which are attack units. Towers have a slightly longer line of sight than walls or gate, and can be garrisoned with units to increase their attack damage.

Attacking over Walls

Some units have the ability to attack over walls. Knowing which units have this ability can help you decide what units to place near the wall in the event of an invasion.

Light Infantry:

- Bowman
- Composite Bowman
- Mortar
- Incendiary Mortar
- Bomblet Mortar

Heavy Artillery:

- Onager
- Catapult
- Trebuchet
- Bombard Cannon
- Siege Gun
- Self-Propelled Artillery
- Net Fire Launcher

Light Mounted:

- Mounted Slinger
- Horse Archer

Unique Units:

- Dragon Archer (Chinese)
- Dragon Song (Chinese)
- Assyrian Bowman (Babylonian)
- Mortar Team (Korean)
- Thunder Gun (Inca)

Fortresses and Outposts

Fortresses and outposts are both free-standing structures that attack any enemy units in range. Fortresses and outposts can attack over walls, and both have a limited number that can be placed per territory. Outpost and fortress placement is important, because you want them in places the enemy is



most likely to strike. Fortresses should ideally be placed near your borders, while outposts should be placed throughout your base. Outposts only gain attack capabilities when the fluted projectile points technology has been researched in Epoch I.

All ground units can be garrisoned in fortresses, and this increases the fortress's damage rating. Units garrisoned in fortresses will also be healed over time.

NOTE

OUTPOSTS ARE THE ONLY BUILDINGS THAT CAN SPOT STEALTH UNITS, SUCH AS SPIES, OBSERVATION BALLOONS, AND SATELLITES.

Coastal and Air Defenses



Coastal and air defenses are both unit-specific defensive structures. Air defenses can only attack air units and can be placed anywhere. Coastal defenses can only attack naval units and can only be placed on the coast. Both of these structures are defenseless against other classes of units, and

therefore should be placed near outposts or fortresses for protection.

Roads and Bridges



Roads and bridges are inexpensive structures that add a movement bonus to any unit walking upon them. A good road system in your territory can be useful for speeding citizens while they gather resources, and a road system running between your territories will speed traders moving between markets, greatly improving the rate at which you collect gold from trades. There's no limit to the number of road pieces you can have in a territory, and roads can be built outside of your territory as well.

Military units also receive a boost from roads, as they will march to their destinations much more quickly if there is a road available. The downside is that enemies will also advance more quickly along your roads; roads benefit all units that use them.

Roads can help to counterattack the negative effects of bad weather, as well. During bad weather, all units will suffer a significant movement speed penalty. All units, that is, but Aztec units, who suffer no penalties from weather.

Temples and Universities



Each territory can only have a single temple and a single university. Both of these buildings are important, because they are the only place where tech points can be generated. Every territory

under your control should have both a temple and a university, and both should be garrisoned with the maximum number of units.

The only exception to this rule is when you have run out of things to research. In single-player scenarios, and multiplayer games with epoch limits, you will eventually run out of things to research. In these instances, it's pointless to keep priests or units garrisoned. They can be better put to use in the field or gathering resources. If you reach the end of the technology tree for your current mission or match, always remember to remove the units from your temples and universities and put them to work elsewhere.

Garrisoning Buildings

Many buildings can be garrisoned, and the effects of garrisoning are always beneficial. The following table shows which buildings can be garrisoned, and what effect it will have on the building or the units inside:

GARRISON EFFECTS

BUILDING	EFFECTS	GARRISON CAPACITY	UNITS GARRISONED
Airport	Repairs/rearms units	10	Air units
City Center	Resource drop-off bonus	5 (upgradeable)	Citizens
Dock	Repairs units	10	Naval units
Fortress	Damage bonus, heals units	10 (upgradeable)	Ground units (except HERCs)
Oil Derrick	Gathers oil	6	Citizens
Temple	Generates tech points	2	Priests
Tower	Damage bonus	2 (upgradeable)	Ground units (except HERCs, tanks, and artillery)
University	Generates tech points	3 (upgradeable)	Citizens
Uranium Mine	Gathers uranium	6	Citizens
Warehouse	Resource drop-off bonus	5 (upgradeable)	Citizens

Buildings with upgradeable capacities will receive more garrison slots if and when certain technologies have been researched.

When a building with garrisoned units is captured or destroyed, the units inside will be ejected onto the map unharmed.

Military Concepts and Strategies

In the end, all the other elements serve one basic purpose: to support your military forces. Understanding the game's combat system will put you well ahead of your opponents, allowing you to accomplish more with fewer units. In this section, we'll look at the basic philosophies behind the game's combat system and give you some tips for putting this understanding to good use.

Unit Orders



In this section, we'll look at the orders available for your units. Some of these orders will apply to non-combat units as well, but they are primarily useful for your military forces. To issue an order, click on the unit and then click on the order icon, or simply press the hotkey for the order with the unit selected (see Hotkeys section in this chapter).

Attack

This commands a unit to attack the selected unit or building. This order cannot be used against allied units

unless you declare war from the diplomacy window first.

Attack Move

Attack move orders your units to move to the specified location, but to engage any enemies encountered on the way. This should be your default movement order for military units.

Explore

This orders a unit to wander the map, uncovering unseen areas. Units set to explore will not engage the enemy, even if attacked, unless specifically ordered to do so.

Guard

When set to guard, a unit will follow a selected target, if it's moving, or stand near it, if it's stationary. The guarding unit's behavior while guarding will depend on its stance.

Move

A move order tells the unit to move to a specified location. En route, it will not engage the enemy unless an attack order is given.

Patrol

To set a patrol route for a unit, select this order and then set up the patrol points by left-clicking on the map. When you've placed the final patrol point, the route will automatically connect to its beginning point. Patrolling units' behavior is dependent on their stance.

Search and Destroy

As with explore, units ordered to search and destroy will begin wandering the map. In this mode, however, they'll

actively seek out targets to attack and will engage any enemies encountered.

Flight Missions



Flight missions are a special order, available only to air units. A flight path is basically a more complex patrol order, allowing you to create routes for your planes that bypass air defenses and anti-air units.

To create a flight mission, select an airport and click the Set Mission Flag option. As you place the flag, left-clicking will place route points, forcing planes to fly the route selected. The final placement is the mission flag point itself, and when this is placed right-click to exit placement interface.

Planes will fly to the mission point and then perform their default act, such as bombing buildings or engaging other aircraft. You can assign more planes to a flight mission by clicking the Add Aircraft to Mission button at the airport.

When a plane on a flight mission runs out of ammunition, it will return

to the airport, rearm and repair, and then automatically return to its mission along the set path.

The RPS System

The RPS, or "rock-paper-scissors," system is the most important concept in the combat system. This system defines the relationships between units and their various strengths and weaknesses.

The RPS system in the original *Empire Earth* was a very complex series of relationships between individual units. It has been streamlined for the sequel, grouping units into classes. Each class always has the same benefits against other classes, so that the RPS dynamic remains static throughout the epochs.

There are distinct RPS systems for ground, air, and naval units. Understanding each of these will allow you to make much better use of your combat units.

Ground Units

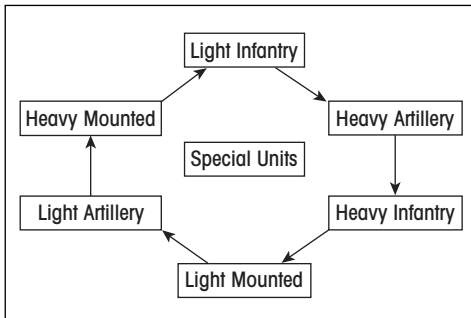


Ground units are broken into six categories: light infantry, heavy infantry, light mounted, heavy mounted, light artillery, and heavy artillery. Each unit

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class has RPS bonuses against two other classes of units. The diagram below illustrates the RPS relationships. Note that a unit class does 1.5 times its normal damage against the class one step away, clockwise, in the diagram, and does 1.25 times damage to the class two steps away on the diagram. So light infantry units, for instance, do 1.5 times damage to heavy artillery units, and 1.25 times damage to heavy infantry.

Unit types not listed in this diagram, such as siege units and anti-air vehicles, do not factor into this system.



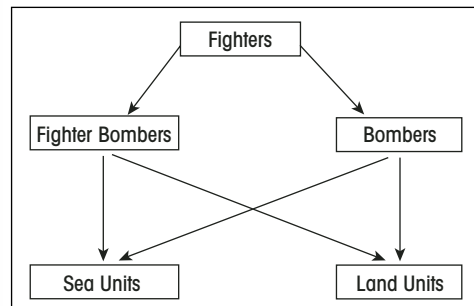
NOTE

UNLIKE OTHER AIR UNITS, HELICOPTERS ARE INCLUDED IN THE GROUND UNIT RPS SYSTEM. THEY ARE CLASSIFIED AS EITHER LIGHT OR HEAVY MOUNTED UNITS WHEN CALCULATING THEIR DAMAGE, DEPENDING ON THE TYPE OF HELICOPTER. HOWEVER, THESE UNITS CAN ONLY BE ATTACKED BY UNITS WITH ANTI-AIR CAPABILITIES.

Air Units



Air units use a different type of RPS and fall into three categories: fighters, fighter bombers, and bombers. Fighters are the top of the diagram and have advantages over both types of bombers. Fighter bombers have damage bonus against sea units, while standard bombers have a damage bonus against ground units. The best defense against fighters is more fighters.

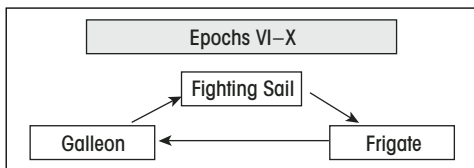


Naval Units

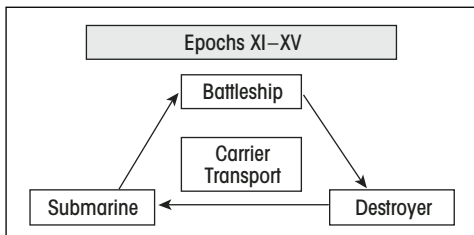
The naval combat RPS system changes throughout the epochs. There are three distinct eras of naval combat. The first lasts from Epoch I to Epoch V, and the only warship class available during these epochs is the war galley. In Epoch VI, however, things get more complex.



In Epoch VI, you have three classes of warships: fighting sail, frigate, and galleon. As with ground units, each class has a bonus against a second class. The diagram below illustrates these relationships. A class has its RPS bonus against the class one step away, clockwise, in the diagram. This relationship lasts through Epoch X.



In Epoch XI, the ship combat structure changes once again. As in the previous era, there are three classes of ships: battleships, destroyers, and submarines. And, as above, each class gets its damage bonus against the class one step away from it. See the diagram below for illustration of these relationships.



Combined Forces



Because of the RPS system, it's essential that your army is made up of a good mix of every type of unit available. You don't need an equal number of each type. Artillery units are more powerful and durable than infantry units, for instance, so you'll always want to have more infantry than artillery.

Having a well-balanced army ensures that you are able to do that maximum amount of damage to anything the enemy throws at you.

Cycling Production



Cycling production at your production facilities is a good way to ensure you constantly have a supply of every unit

type. To cycle production, queue up the units you'd like to produce and then hit the Cycle button in the top right corner of the production box. You only need to queue up one of each unit you want to cycle; the facility will alternate between those you have chosen until you run out of resources or population slots.

Cycling production is especially good when you have multiple production facilities. Using these strategies together allows you to have a nearly constant supply of every unit type, so long as your economy can handle the production costs.

Rally Points

A building's rally point determines where the unit will go once it is produced. Remember to set your rally points near the border of any combat zone, so your units will not have as far to move when they are needed.

TIP

If you can afford it, it's always a good idea to build a whole new set of production facilities as your territories get close to your opponents. Rally points will help keep your front lines supplied, but having production facilities close to your contested areas will make resupplying your front lines even quicker.

Military Control Groups



Setting your military units to control groups is essential. Without control groups, selecting various types of units in the heat of battle is almost impossible and will likely become a comedy of errant clicks instead of a precise coordinated affair. The next section of this chapter deals with how control groups are created and selected, but essentially they are groups of units selected and grouped by you that can be accessed with a single key press.

How you will set your control groups depends entirely upon how much micromanagement you want to do. You can choose to include all of your units in a single group for a mob-style, hands-off approach. And, with a larger army than your opponent, this will usually work.

For more precise control, however, you can assign control groups based on unit class. This allows you to order a group of units to attack those enemies to whom they will do the most damage. A group of light infantry units, for

instance, can be ordered to deal with the enemy heavy artillery while a group of heavy artillery is ordered to attack the heavy infantry.

TIP

If you assign a building to a control group, all units produced by that building will automatically be assigned to that group. This way, you can ensure a constant supply of new recruits on the front line.

Finally, you can choose to have several small, mixed groups. In this option, it's best to have at least one type of each class with a majority of a single class. The benefit of this grouping is that your units will then move at roughly the same speed when marching on the enemy, preventing you from needing to constantly move them a bit at a time, and preventing your faster units from reaching the battlefield alone and being wiped out without the support of the slower units.

If you choose to have class-specific control groups, be sure to keep your mounted units back until your other units reach the battlefield. Mounted units are much faster than other classes, and, if they reach the enemy before your other classes, they'll be easily wiped out and all your work toward building a large, combined force will have been for nothing.

NOTE

WHEN MOVING UNITS, ALWAYS USE THE ATTACK-MOVE COMMAND, **Ctrl**+RIGHT-CLICK. THIS WAY, YOUR UNITS WILL STOP MOVING AND ATTACK ANY ENEMY UNITS THEY ENCOUNTER.

Coordinated Attack



You can take the precise control of your units one step further than control groups by employing coordinated attacks. Coordinated attacks allow you to issue orders to several military units or groups, and these orders will not be carried out until you give the go-ahead.

To issue a coordinated attack order, first press **Q**. A small icon will appear onscreen to indicate you are now in coordinated attack mode. Any orders you give to your units at this point will not be carried out until you press **Q** a second time.

Coordinated attacks are an excellent way to have your units attack the enemy from multiple angles, allowing for flanking maneuvers and other such tactics. For instance, you can order a large group of units to march in



through the front of an enemy base, while a smaller group of units comes in from behind to attack the artillery that will engage your first group. At the same time, a group of infantry can move in toward the city center and be ready to capture it.

NOTE

YOU CAN ONLY GIVE ATTACK AND MOVE ORDERS WHEN PLANNING A COORDINATED ATTACK.

Upgrading Units

Every combat unit has two upgrades available. The first will upgrade all units of that type to veteran status. The second will upgrade that unit type to elite status. Upgrades are progressively more expensive, but the benefits are great: every time a standard unit is upgraded, it receives a 10 percent increase to both its damage and its hit points. This rule does not apply to some special forces units, which only receive the hit point increase, or to unique units. With standard units, both veteran and elite upgrades are available as soon as the unit can be built.

Upgrading is not always a good idea. As units evolve, they are replaced by the new unit in their class. For instance, the stone thrower from Epoch I, a light artillery unit, is replaced by the scorpion in Epoch III. When a unit evolves, all upgrades disappear. Because of this, it's not a good idea to upgrade units unless you'll be using

them long enough to get value from the cost.

Unique Unit Upgrades

Unique units get more benefit from upgrades, but their upgrades are also much more expensive. Unique combat units get a 20 percent increase in hit points and damage when they go to veteran or elite status (unique special units receive a 20 percent hit point bonus with each upgrade). Veteran status is available during the first epoch the unit can be built. Elite status, however, is not available until two epochs later and requires technology research. Epoch I units require the warrior class technology, which can be researched in Epoch III. Epoch VI unique units require tactical studies, which can be researched in Epoch VIII. And Epoch XI unique units require computers for their elite upgrade. Computers can be researched in Epoch XIII.

Formations and Stances



Both the stance and formation you choose for your units can alter their effectiveness in battle. Stances affect an

individual unit's behavior (though the same stance can be assigned to a large group), while formations affect their usefulness in larger groups.

Stances

There are five stances available for your units, each of which affects how it reacts in the presence of an enemy.

Cautious

Units set to cautious behavior will flee from any enemy they see. If they are attacked by an enemy they cannot see, such as an artillery unit outside your unit's line of sight, they will attempt to move out of the range of fire. If you manually command a cautious unit to attack, it will do so.

Defensive

Defensive units will engage any enemy that enters their line of sight. If the enemy unit flees, the defensive unit will return to its original position. Defensive is the default stance for all units.

Hold Position

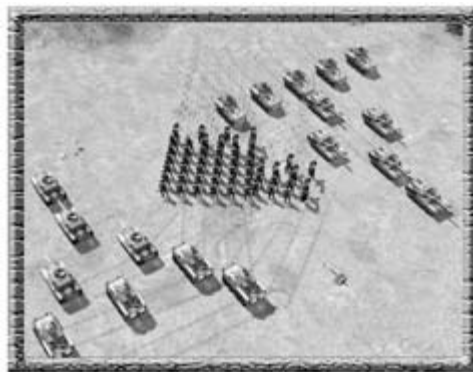
When ordered to hold its position, a unit will only attack if the enemy comes within its attack range. It will not move to attack and will not pursue enemies. Note that units in this stance will stay in their position even if they're being attacked from outside their range. This can be a dangerous stance, but it's useful if you need a location protected no matter what the cost.

Aggressive

Aggressive units will not only attack any enemy that comes within their line

of sight, they'll pursue that enemy until one of them is dead, or the enemy is faster, allowing it to move out of the aggressive unit's line of sight. If attacked from outside their line of sight, aggressive units will attempt to move into range and attack the enemy.

Land Formations



Selecting a formation for your units will automatically arrange them in that manner, according to the criteria noted below.

Phalanx

The default formation for groups, the phalanx assembles your troops in a box formation, with stronger units on three sides and weaker units in the center aisles and the back. The phalanx is a good counter to the wedge.

Staggered Line

The staggered line arranges your units with space between them so that artillery and bomb attacks will affect fewer units. It also staggers the class units, so if one area of the line is wiped out you will still have a well-balanced force.

Double Line

The double line is a very basic formation that arranges your units in two lines, with close-range units at the front and long-range units at the back.

Wedge

The wedge is a triangular formation that puts your units with the most hit points at the front, and those with the least at the back. Special units and artillery will always move to the back in a wedge formation.

Sea Formations

Crescent

The crescent formation allows your warships to encircle the enemy, firing on it from all sides. This formation is best suited to war galley class ships.

Line

This formation allows ships with broadside firing to more quickly move into attack position.

Convoy

Ideal for escorting merchant ships, the convoy arranges your strongest units around the outside, with weaker or non-combat ships protected in the center.

Special Units

Special units are not standard combat units, and some don't even have attack abilities. But their abilities can often be used in a combat setting to help turn the tide in your favor, or make a strong advantage unbeatable.

Scouting and Spying



Knowing what your enemy is up to can give you a real advantage when they finally decide to attack, or when you decide to invade their territories.

Knowing what units they have, how their defenses are set up, and any weak spot in their base can mean the difference between a successful invasion and a suicide mission.

Scouts are great units for surveying the land and getting a rough idea of who is located where. But scouts are not great observation units, because the enemy can see them and easily drive them away from their territory, if they don't outright kill them.

Your best bet for scouting is using stealth units. For the majority of the game, your only stealth unit is the spy. Spies in enemy territory cannot be seen, except by other spies and outposts. If a spy is not spotted, he can give you constant information about an enemy's activities. In later epochs, you have access to the observation balloon and the satellite, two air-based stealth units that provide even more information due to increased line of sight. As with

spies, these units can only be spotted by spies or outposts.

Espionage



In addition to being great scouts, spies also have powers that can wreak havoc on an enemy base. The Gather Intelligence power allows spies to get information about every building of a certain type in all of the target player's territories. The Sabotage power allows a spy to completely shut down an enemy building for an extended period of time. This can be exceptionally useful for disabling enemy fortresses before an invasion. And spies can use Toxic Contamination on enemy supply drop-off points, causing all units dropping off at that location to be slowly hurt over time. Spies can also reverse any of these effects on your own buildings. For more on spies and their powers, see Chapter 34.

Priests

Priests have no attack abilities, but when used properly, they can turn the tide of a battle. They have the Convert Unit ability, which can change an enemy unit into one of your units. In a large battle, converting one unit at

a time won't make a significant difference. But a large force of priests can turn numerous units in a very short time, which can make a huge difference for your side.



Priests require more micromanagement than other units. Though they can be set to automatically convert units, this isn't usually the best plan. Unless you simply don't want to deal with the necessary micromanagement, it's best to manually tell your priests which unit you want converted, and it's best to have several groups of priests converting several units simultaneously. When left to their own devices, priests will convert the first enemy unit they see. Though this is often good, it can just as often be less efficient. Converting a ram or a citizen in the middle of an open field won't help you much in the middle of battle.

When a priest begins converting a unit, that unit will still attack your troops, but your troops will not attack back. Because of this, it's important that you watch the conversion process closely. Trying to convert a unit that is plowing through your infantry may not provide a reward worthy of its cost.

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Priests can also bless your units during battle. When they use their Bless power, all units within range of the effect receive a damage bonus for the duration of the power.

Leaders



Leaders are very strong units that are automatically generated at your capital city, the very first city center that you possess, when you earn any of the three crowns. Leaders add significant benefits and have both passive and active powers that affect your troops or other units. Each leader's powers reflect the crown for which he was awarded. Leaders are discussed in much greater detail in Chapter 34.

Capturing Buildings



When invading enemy territory, you must make a decision about what to do with its buildings: Should you capture them? Or should you raze them?

Capturing a building gives you control of that building and, with certain buildings, can also give you a significant resource reward. The reward itself is based on the building type, and the amount of resources you receive is a percentage of those in the possession of the opponent who owns the building.

NOTE

ONLY LIGHT AND HEAVY INFANTRY UNITS CAN CAPTURE BUILDINGS.

In general, capturing should only be attempted if you've significantly reduced the enemy presence in the area. Units involved in the capture cannot engage the enemy, and so are defenseless if they are attacked. The more units assigned to capture, the faster the building will change hands. Capturing is a fairly slow process, destruction is much faster, but its rewards are usually worth the time spent. Capturing a city center, in addition to the resource bonus, saves you the trouble of building your own, as does capturing a fortress. The latter is more difficult, though, because a fortress will defend itself up until the moment it changes ownership.

Production buildings do not give a resource reward when captured, and it's usually best just to destroy them to

prevent the enemy from producing more units during your invasion.

The rewards for capturing buildings are listed below.

CAPTURE REWARDS

BUILDING	REWARD
City Center	10 percent of all resources, excluding tech points
Warehouse	5 percent of all resources, excluding tech points
Market	10 percent of gold
Dock	10 percent of gold
Temple	10 percent of tech points
University	10 percent of tech points

The rewards for resource drop-off points can also be modified by the location of the building. If it's within the enemy player's city limits, there's an added 5 percent resource bonus when captured. If it's within a territory controlled by the player, an additional 5 percent is added.

If one of your buildings is being captured, you'll receive a series of warnings telling you how close the enemy is to success. Walls, palisades, and their related upgrades cannot be captured.

Managing Your Empire: Advanced Interface Options

Speed is one of the keys to success in *Empire Earth II*. Understanding the strategies and basic concepts is important, but it's just as important that you use this information more quickly than

your opponent, whether that opponent is the AI or another human. If two players roughly matched in skill are playing one another, the player with a better grasp of the interface will most likely be the victor.

The interface is more than just the icons and buttons, though these are useful. It's also useful to remember that almost everything you need to know about your empire is displayed on the main screen—from which epoch you're currently in to how many of each resource you currently have available.

More than just giving you information, or allowing you to click around to perform actions, there are more advanced interface options, and these allow you to very quickly cycle through your territories and production facilities, as well as add your military units to control groups for more effective attack groups. Understanding the interface and learning to use the shortcuts will make you a much better player, aiding you both in the single-player campaigns and, more important, in multiplayer games.

Control Groups



You can have up to ten control groups. Control groups allow you to quickly access buildings or groups of units, and can make running your empire much easier. To set a control group, select the units or buildings you want to add to the group, then press **[Ctrl]** and the number of the group to which you want to assign them. To assign a group of light infantry to control group 3, for instance, select the units and press **[Ctrl]** **[3]**. When the group has been created, you can access it at any time by pressing the corresponding number key. To select the light infantry group above, you'd press **[3]**. Pressing the number key once will select the units. Pressing it a second time will center on the units.



Your currently set control groups are always displayed in the top left corner of the screen, with a small portrait representing the units within that group. You can select your groups by clicking on these portraits, and you can center on them by double-clicking on the portrait.

NOTE



WHEN SELECTING UNITS, YOU CAN EITHER HOLD **[Shift]** AND SELECT THEM INDIVIDUALLY, OR SIMPLY DOUBLE-CLICK ON ANY UNIT TO SELECT ALL UNITS OF THAT TYPE ONSCREEN. YOU CAN SELECT GROUPS OF MULTIPLE UNIT TYPES BY HOLDING **[Shift]** AND DOUBLE-CLICKING ON A UNIT OF EACH TYPE YOU WANT TO SELECT.

Queued Orders

When giving order to citizens, you can give them multiple orders at once by holding shift as you click on their tasks. This allows you to order citizens to build a structure, or multiple structures, and then return to harvesting resources or garrisoning a building, allowing you to move on to other tasks without concern for them going idle after finishing their tasks.

If issuing queued build orders for several types of buildings, hold down shift and navigate through the build menus, then place the building where you want it to be built, continue holding shift, and navigate through the

menus to the next building type and place it. Queued build orders cannot be used with hotkeys.

PIP and Bookmarks



The PIP, or “picture-in-picture,” display gives you an added layer of control over your territories. It must be enabled and should only be used on systems powerful enough to handle the extra graphics information it requires.

With the PIP enabled, you have two displays at your disposal. You can select units or buildings and give commands straight from the smaller display, which is located in the lower right corner of the screen.

You can set up to six PIP bookmarks using **[Ctrl]** and the Function keys. Just press **[Ctrl]** and **[F1]** through **[F6]**. When the bookmark is set, pressing the appropriate Function key will display that bookmark in the PIP window. You can set the window to cycle through your bookmarks by pressing **[F7]** and can center the main screen on the currently active bookmark with **[F8]**. Pressing

[F9] will swap the current main view and the PIP view.

PIP bookmarks can be used to keep a constant eye on strategic map locations, and areas where other hotkeys can’t quickly take you (see the next section for more on hotkeys).

TIP

The PIP is especially useful when using spies or more advanced surveillance units to stealthily keep an eye on your opponents. Set a PIP bookmark near each surveillance unit, and then set the bookmarks to cycle. This way, you receive constant information about your enemy’s activities.

Using Hotkeys



Hotkeys, like control groups, allow you to quickly perform actions with the press of a key or two. Unlike control groups, hotkeys are pre-set, so learning to use them efficiently requires a bit of practice and memorization. For the most part, however, the major hotkeys are completely intuitive, and once you

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learn the basics you'll be able to quickly deduce the similar keys for other actions.

There are hotkeys for almost every action you can perform in the game, and the list of hotkeys (see below) may seem intimidating. The most important keys to memorize, though, are the building selection and production keys. Knowing these will allow you to select a production facility and set up its production queue in much less time than it takes to scroll across the map, select the building, and click on the production icon for each individual unit.

Each building has a key associated with it. For instance, the barracks is **[B]**. In general, the key is the first letter of the building name, though there are some exceptions, such as the workshop, which is **[M]**, and the city center, which is **[H]**. Knowing the building's hotkey will allow you to do two things: when a citizen or a group of citizens is selected, pressing the hotkey will immediately bring up the placement option for that structure, allowing you to order the citizens to start building it.

More important, pressing **[Alt]** and the building's hotkey will immediately select and center the screen on the nearest building of that type. You can cycle through your buildings of that type simply by holding **[Alt]** and tapping the associated hotkey. So, for instance, pressing **[Alt][H]** will select and center the screen on the closest city center to your current location, and tapping **[Alt][H]** will cycle through all of your city centers.

NOTE

IN VERY FEW INSTANCES, SUCH AS WITH HANGARS, YOU'LL NEED TO USE **[Ctrl]** INSTEAD OF **[Alt]** TO SELECT A BUILDING. SEE THE HOTKEY LIST THAT FOLLOWS FOR THE SPECIFIC KEYS FOR EACH BUILDING.

This trick will speed your production, but learning the next step will expedite things even more. Each unit also has a hotkey associated with its production. Unlike with buildings, these keys don't generally correspond to the unit name or class, so it will take a bit more practice to memorize them. It's worth the practice, though. Once you get this process down, you can quickly move through all of your production facilities, setting up lengthy (or even infinite) production queues without even touching the mouse.



To order the production of a unit, you first select the appropriate building and then hit the associated hotkey for the unit. You can also queue up five

units of the type by pressing **[Shift]** and the unit hotkey. For example, hit **[Alt][B]**, **[Shift][Q]**, and then **[Shift][W]**. This will select the barracks and then queue up five light infantry and five heavy infantry. You can cancel production for a single unit by pressing **[Ctrl]** and the unit hotkey, or for all units by pressing **[X]**. There is no hotkey for canceling all units of a specific type, but you can press **[Alt]** and right-click on the icon to accomplish this.

TIP

To cycle production with hotkeys, first queue the unit or units you want to cycle, then hit **[O]**.

This is just a basic introduction to using hotkeys, but it's also the most immediately useful way to employ them. You can use hotkeys for almost any action, though, from quickly moving to other important screens to performing actions on those screens. Once you memorize the hotkeys, you can enter the diplomacy menu, tribute 1000 food and 500 wood to an ally, switch to the citizens management screen, assign ten citizens to harvest wood, and then return to the main screen and manage your troops, all without touching the mouse. Though you may not have a need for all this, it's a good idea to learn the hotkeys for the actions you perform most often.

Hotkey List

Basic Controls

[Esc]	Access/close menu
[S]	Save game (at menu)
[L]	Load game (at menu)
[G]	Game settings (at menu)
[R]	Resign (at menu)
[X]	Exit game (at menu)
[E]	Restart game (at menu)
[Shift][Pause]	Pause game
[Enter]	Open chat window
[F12]	Open encyclopedia
[=]	Increase game speed
[–]	Decrease game speed
[Backspace]	Default speed
[Alt][Shift][`]	Toggle in-game recording
[Ctrl][`]	Place recording bookmark
[Ctrl][R]	Rename selected territory
[Delete]	Disband selected unit or building
[Alt][Y]	Set signal flare
[Spacebar]	Go to last flare
[*]	Activate regional power (number pad)

Camera and View Options

[↑]	Scroll up
[↓]	Scroll down
[→]	Scroll right
[←]	Scroll left
[Ctrl][→]	Rotate camera right
[Ctrl][←]	Rotate camera left

+	Zoom in (number pad)
-	Zoom out (number pad)
Alt Z	Cycle zoom
Home	Return camera to default view
Ctrl Home	Center camera on selected
Alt Home	Follow selected unit
W	Toggle war plans in mini map
T	Toggle territory colors in mini map
Ctrl \	Toggle calendar display
Shift \	Toggle clock display
Print Screen	Take screen shot

Control Groups

Ctrl 1	Set control group 1
Ctrl 2	Set control group 2
Ctrl 3	Set control group 3
Ctrl 4	Set control group 4
Ctrl 5	Set control group 5
Ctrl 6	Set control group 6
Ctrl 7	Set control group 7
Ctrl 8	Set control group 8
Ctrl 9	Set control group 9
Ctrl 0	Set control group 10
1	Select control group 1
2	Select control group 2
3	Select control group 3
4	Select control group 4
5	Select control group 5
6	Select control group 6
7	Select control group 7
8	Select control group 8
9	Select control group 9
0	Select control group 10

Bookmarks and PIP

Ctrl F1	Set bookmark 1
Ctrl F2	Set bookmark 2
Ctrl F3	Set bookmark 3
Ctrl F4	Set bookmark 4
Ctrl F5	Set bookmark 5
Ctrl F6	Set bookmark 6
F1	Show bookmark 1
F2	Show bookmark 2
F3	Show bookmark 3
F4	Show bookmark 4
F5	Show bookmark 5
F6	Show bookmark 6
F7	Activate/deactivate bookmark cycling
F8	Center on current bookmark
F9	Swap main view and PIP view
F10	Capture current view on PIP, no bookmark

Map and Related Screens

Tab	Access map
Alt O	Show objectives
Alt Shift P	Show war plans screen
Alt Shift C	Show crown progress
Alt Shift M	Show citizen manager
U	Toggle units
B	Toggle buildings
T	Toggle roads and bridges
R	Toggle resources
O	Toggle objects
X	Toggle battles
P	Toggle territories
C	Toggle city names
N	Toggle territory names

Research

[Alt] [F1]	Research military technology 1
[Alt] [F2]	Research military technology 2
[Alt] [F3]	Research military technology 3
[Alt] [F4]	Research military technology 4
[Alt] [F5]	Research economic technology 1
[Alt] [F6]	Research economic technology 2
[Alt] [F7]	Research economic technology 3
[Alt] [F8]	Research economic technology 4
[Alt] [F9]	Research imperial technology 1
[Alt] [F10]	Research imperial technology 2
[Alt] [F11]	Research imperial technology 3
[Alt] [F12]	Research imperial technology 4

Diplomacy Hotkeys

[Alt] [Shift] [D]	Access diplomacy menu
[1]	Select player 1
[2]	Select player 2
[3]	Select player 3
[4]	Select player 4
[5]	Select player 5
[6]	Select player 6
[7]	Select player 7
[8]	Select player 8

[9]	Select player 9
[0]	Select player 10
[E]	Set selected player as enemy
[N]	Set selected player as neutral
[A]	Set selected player as ally
[F]	Tribute 100 food to selected player
[W]	Tribute 100 wood to selected player
[S]	Tribute 100 stone to selected player
[G]	Tribute 100 gold to selected player
[Z]	Tribute 100 special resource 1 to selected player
[X]	Tribute 100 special resource 2 to selected player
[U]	Send selected units to player

NOTE

YOU CAN ADJUST YOUR TRIBUTES BY USING OTHER HOTKEY COMBINATIONS. TO TRIBUTE 500 OF A RESOURCE, USE [Shift] AND THAT RESOURCE HOTKEY. TO TRIBUTE 500 FOOD, FOR INSTANCE, USE [Shift] [F]. YOU CAN DECREASE YOUR TRIBUTE BY 100 UNITS BY USING [Ctrl] AND THE RESOURCE HOTKEY. AND YOU CAN CLEAR ALL PROPOSED TRIBUTES FOR A RESOURCE BY USING [Alt] AND THE RESOURCE HOTKEY.

Unit Commands

NOTE

WHEN USING UNIT HOTKEYS, THE UNIT MUST BE SELECTED.

A	Attack
M	Move
Shift E	Attack move
Alt Shift A	Force attack unit or building
X	Explore
/	Stop
I	Set patrol points
Alt /	Guard unit
Alt Z	Search and destroy mode
G	Garrison
V	Upgrade to veteran or elite
T	Trade (trade units only)

Citizens

V ,	Select idle citizen
Shift ,	Add idle citizen to selection
Ctrl ,	Select all idle citizens on screen
Alt ,	Select all idle citizens in world
G	Gather resource
Shift B	Build or repair
Ctrl C	Open civilian structure menu
Ctrl M	Open military structure menu
Q	Build menu back
C	City center
T	Temple

U	University
E	Market
H	House
J	Farm
R	Road
Ctrl R	Bridge
V	Warehouse
Ctrl U	Uranium mine
Ctrl O	Oil derrick
Ctrl D	Epoch I wonder
Ctrl F	Epoch VI wonder
Ctrl G	Epoch XI wonder
B	Barracks
M	Workshop or factory
S	Stable or manufacturing plant
D	Dock
A	Airport
Ctrl A	Hangar
Ctrl S	HERC manufacturing facility
F	Fortress
O	Outpost
P	Palisade
W	Wall
N	Coastal defense
K	Air defense
Ctrl N	Missile silo
Ctrl	Rotate building facing (during placement only)

NOTE

YOU DON'T NEED TO OPEN THE BUILD MENUS TO USE THE BUILD HOTKEYS WITH CITIZENS.

Citizen Management

There are several hotkeys that allow you to quickly manage your citizens. These hotkeys are used on the Citizen Manager screen.

[Alt][Shift][M]	Open Citizen Manager	[Alt][X]	Select all resource 2 gatherers
[F]	Select a food gatherer	[T]	Select a tech gatherer
[Ctrl][F]	Select five food gatherers	[Ctrl][T]	Select five tech gatherers
[Alt][F]	Select all food gatherers	[Alt][T]	Select all tech gatherers
[W]	Select a wood gatherer	[Shift][F]	Assign one selected to food
[Ctrl][W]	Select five wood gatherers	[Alt][Shift][F]	Assign all selected to food
[Alt][W]	Select all wood gatherers	[Shift][W]	Assign one selected to wood
[S]	Select a stone gatherer	[Alt][Shift][W]	Assign all selected to wood
[Ctrl][S]	Select five stone gatherers	[Shift][S]	Assign one selected to stone
[Alt][S]	Select all stone gatherers	[Alt][Shift][S]	Assign all selected to stone
[G]	Select a gold gatherer	[Shift][G]	Assign one selected to gold
[Ctrl][G]	Select five gold gatherers	[Alt][Shift][G]	Assign all selected to gold
[Alt][G]	Select all gold gatherers	[Shift][Z]	Assign one selected to special resource 1
[Z]	Select a special resource 1 gatherer	[Alt][Shift][Z]	Assign all selected to special resource 1
[Ctrl][Z]	Select five resource 1 gatherers	[Shift][X]	Assign one selected to special resource 2
[Alt][Z]	Select all resource 1 gatherers	[Alt][Shift][X]	Assign all selected to special resource 2
[X]	Select a special resource 2 gatherer		
[Ctrl][X]	Select five resource 2 gatherers		

Combat Units

[.]	Select idle military unit	[Y]	Change formation to:
[Ctrl][.]	Select all idle military units on screen	[W]	Wedge (land)
[Alt][.]	Select all idle military units in world	[P]	Phalanx (land)
[Q]	Change behavior to:	[L]	Staggered line (land)
[A]	Aggressive behavior	[D]	Line (land)
[D]	Defensive behavior	[L]	Line (sea)
[H]	Hold position	[C]	Crescent (sea)
[F]	Hold fire	[O]	Convoy (sea)
[C]	Cautious behavior	[Alt][G]	Attack ground
		[Z]	Capture
		[;]	Use active power (leaders)
		[P]	Pack (artillery)

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- [Alt] [P] Unpack (artillery)
- [Ctrl] [E] EMP (HERC only)

Priest

- [Alt] [C] Convert
- [Alt] [L] Bless

Spy

- [X] Extraction
- [N] Gather intelligence
- [I] Sabotage
- [R] Restore
- [J] Toxic contamination
- [P] Toxic decontamination

Building Hotkeys

NOTE

WHEN A HOTKEY IS USED TO SELECT A BUILDING, IT WILL SELECT THE NEAREST BUILDING. IF A BUILDING IS PART OF A CONTROL GROUP, PRESS [Alt] AND THE CONTROL GROUP NUMBER TO ONLY SELECT THE BUILDING.

City Center

- [Alt] [H] Select city center
- [C] Citizen
- [S] Scout
- [L] Military leader
- [Ctrl] [L] Economic leader
- [Alt] [L] Imperial leader
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected
- [U] Remove garrisoned units
- [E] Emergency signal

- [A] All clear
- [Ctrl] [R] Rename city center

NOTE

FOR BUILDINGS, HOTKEYS WILL PRODUCE THE UNIT LISTED. PRESS [Shift] WITH THE HOTKEY TO PRODUCE FIVE OF THE UNIT. PRESS [Ctrl] WITH THE HOTKEY TO CANCEL PRODUCTION OF ONE UNIT. FOR EXAMPLE, PRESSING [Shift] [C] WHILE THE CITY CENTER IS SELECTED WILL PRODUCE FIVE CITIZENS, AND [Ctrl] [C] WILL CANCEL PRODUCTION OF A SINGLE CITIZEN.

Barracks

- [Alt] [B] Select barracks
- [Q] Light infantry
- [W] Heavy infantry 1
- [E] Heavy infantry 2
- [Z] Unique unit
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Workshop and Factory

- [L] Light artillery
- [I] Anti-aircraft
- [Y] Heavy artillery
- [A] Ram
- [S] Siege tower
- [Z] Unique unit
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Stable and Manufacturing Plant

- [Alt][S] Select stable
- [A] Light mounted or tank
- [G] Heavy mounted or tank
- [Z] Unique unit
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Dock

- [Alt][D] Select dock
- [G] War galley or galleon
- [C] Fishing ship
- [M] Trade ship
- [T] Transport
- [W] Fighting sail
- [F] Frigate
- [A] Aircraft carrier
- [S] Submarine
- [D] Destroyer
- [B] Battleship
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Hangar

- [Ctrl][A] Select hangar
- [B] Observation balloon
- [K] Missile helicopter
- [L] Gun helicopter
- [S] Satellite
- [D] Transport
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Airport

- [Alt][A] Select airport
- [F] Fighter
- [T] Tactical Bomber
- [B] Bomber
- [N] Nuclear Bomber
- [P] Paratrooper plane
- [M] Flight mission
- [U] Scramble garrisoned units
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

HERC Manufacturing Facility

- [Ctrl][S] Select HERC manufacturing facility
- [F] Artemis light HERC
- [G] Minotaur heavy HERC
- [H] Hades anti-aircraft HERC
- [J] Hera repair HERC
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Temple

- [Alt][T] Select temple
- [P] Priest
- [U] Remove garrisoned units
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

University

- [Alt][U] Select university
- [S] Spy
- [M] Medic



- [U] Remove garrisoned units
- [X] Cancel all production
- [R] Set rally point
- [O] Cycle production for selected

Market

- [Alt][E] Select market
- [F] Purchase 100 food
- [Shift][F] Purchase 500 food
- [Ctrl][F] Sell 100 food
- [Ctrl][Shift][F] Sell 500 food
- [W] Purchase 100 wood
- [Shift][W] Purchase 500 wood
- [Ctrl][W] Sell 100 wood
- [Ctrl][Shift][W] Sell 500 wood
- [S] Purchase 100 stone
- [Shift][S] Purchase 500 stone
- [Ctrl][S] Sell 100 stone
- [Ctrl][Shift][S] Sell 500 stone
- [Z] Purchase 100 special resource 1
- [Shift][Z] Purchase 500 special resource 1
- [Ctrl][Z] Sell 100 special resource 1
- [Ctrl][Shift][Z] Sell 500 special resource 1
- [Y] Purchase 100 special resource 2
- [Shift][Y] Purchase 500 special resource 2
- [Ctrl][Y] Sell 100 special resource 2
- [Ctrl][Shift][Y] Sell 500 special resource 2
- [C] Trade cart
- [X] Cancel all production
- [R] Set rally point

Missile Silo

- [Ctrl][N] Select missile silo
- [B] Build ICBM

- [L] Launch ICBM
- [O] Cycle production for selected

Fortress

- [U] Remove garrisoned units
- [R] Set rally point
- [E] Emergency signal
- [A] All clear

Warehouse

- [U] Remove garrisoned units

Walls and Palisades

- [G] Upgrade to gate
- [T] Upgrade to tower
- [U] Remove garrisoned units

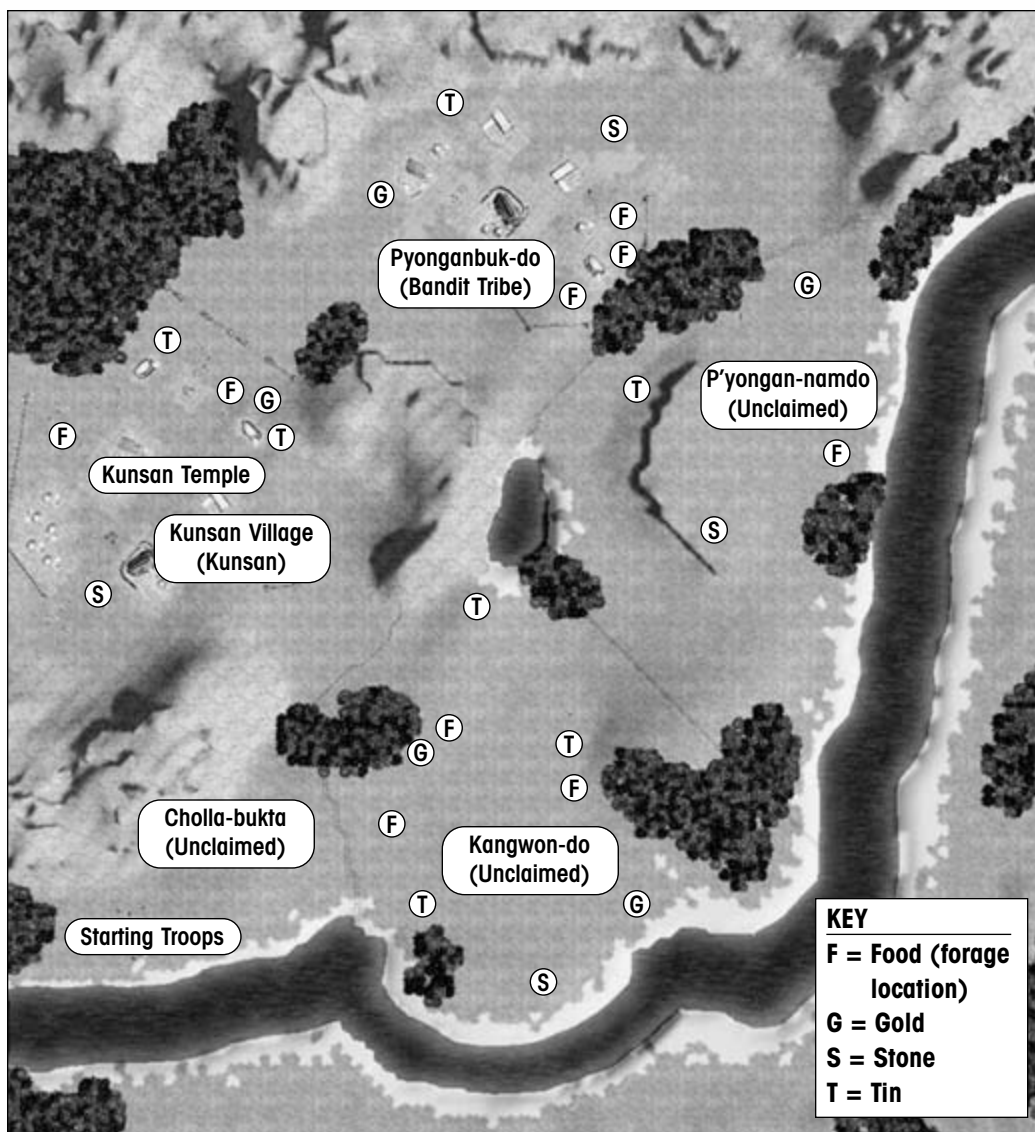
Cheat Codes

To use cheat codes, open the chat window then type in the appropriate code. Cheats must be turned on before they can be used.

CODES

CODE	EFFECT
icheat	turn cheats on
idontcheat	turn cheats off
epoch up	advance to new epoch
punish	inflict 20 damage on selected unit
recharge me	refills power bar of selected unit
sea monkeys	toggle instant build
show target	show target lines of units
toggle fog	shows the entire map and removes fog of war
play god	enable god mode
loot	10,000 of each resource added
give tech	Adds 50 tech points
taxes	Removes 100 of each resource

Chapter 2: Korea—Land of the Morning Calm



CHAPTER 2: KOREA—LAND OF THE MORNING CALM

History

Early Korea was characterized by small villages and nomadic tribes spread across the peninsula. Emerging from these isolated groups were larger, socially complex city-states. Tangun has led his people to establish their first city at Asadal (now Pyongyang). The first step is to create the basic infrastructure for the citizens of this new city. Resources will have to be harvested in order to supply the needed materials.

But there are groups of bandits that rove about the countryside. In addition to food and shelter, this city must provide means to defend itself. The bandit threat must be eliminated so that the people may safely expand their community. Once the lands are safe, and the basic needs of the people have been met, Tangun will be able to seek out other settlements in order to consolidate cultural identity, military strength, and economic prosperity. It is from these humble beginnings that the nation of Korea will eventually emerge.

Briefing

Before recorded history, the people of Korea lived in scattered, nomadic tribes. One man, whom many believed to have descended from divinity, would change all that. His name was Tangun Wanggom. He united the people and ultimately founded the kingdom of Chosun, the Land of the Morning Calm. Through his wisdom and leadership,

Tangun would put the people of Korea on the path towards nationhood and independence.

Starting Assets

Territories: 0

Tech Points: 10

Food: 500

Wood: 800

Stone: 500

Gold: 500

Tin: 200

Primary Objectives

- Find a territory to live in
- Build a city center
- Build a barracks
- Build a workshop
- Build a temple
- Build a university
- Tribute 400 food to Kunsan village by the end of October
- Defend Kunsan
- Destroy the bandit city center

Secondary Objectives

- Defend Kunsan's temple

Lose Conditions

- Tangun is killed
- Asadal city center is destroyed

Scenario-Specific Units

Tangun

Damage: 25

Hit points: 600

Line of sight: 5

Powers: Endeavor, Loyalty

Range: 1

Speed: 15

Walkthrough



You begin this scenario with ten mace-men, four bowmen, six citizens, and Tangun. Immediately group your combat units into a control group and move them east. You encounter a small group of bandits nearby. Defeat them and continue east. As soon as you cross the border into the next territory, you are notified that this is a good location for your city center. You can build elsewhere if you want, but this location has the resources you need within close range. Build your city center near the food, gold, and wood in the northwest corner of the territory.

TIP

Using Tangun's Endeavor power will hasten the building of any city center.



When the city center is complete, your third primary objective becomes active. For now, just build a barracks and a university—you can build the others once you have enough resources collected. Your first order of business, after the barracks and university, should be harvesting and scouting. Build a scout to explore the land, then start producing citizens. Ideally, try to have at least three citizens harvesting each resource type, and build warehouses near the tin and stone to the south in order to expedite gathering.

TIP

Gather plenty of food. When the representative from Kunsan village arrives, you're given a new objective: tribute 400 food to Kunsan. Make sure you have sufficient food to produce more troops while still having enough to give to Kunsan.

CHAPTER 2: KOREA—LAND OF THE MORNING CALM



Research fluted projectile points as soon as you can and build an outpost to keep your borders more secure. Also, research primitive supply caches to increase your citizens' harvesting rate. As your citizens harvest, begin producing more troops. Don't send Kunsan the 400 food until you have a sizeable army built up. Try to have at least 10 macemen and 10 bowmen by the time you make the tribute. When you have enough stone to build a workshop, do so. Build two or three stone throwers.



In September or October, go to the Diplomacy menu and send Kunsan village 400 units of food. With the tax, this will require 540 food in all. When the tribute is given, Kunsan will

propose an alliance. Accept the offer. As soon as you ally with Kunsan, the village will be attacked. Bandits will come from the north and the southeast. Move your army to the center of Kunsan and help defeat the bandit invasion. Pay special attention to the temple—if you can save it, Kunsan will donate six priests to your army.

CAUTION

When fighting, watch Tangun's health closely. If he dies, the scenario is over.



Once Kunsan is safe, return to your territory and begin bolstering your army. Build a temple if you haven't already and construct some houses so you can build a larger army. Have at least 15 macemen and 15 bowmen in your army, and at least three stone throwers. Also, continue to research advancements, including military improvements like tanning and fine hardened weapons.



Move to the northwestern territory and engage the bandits. A fairly large bandit army will meet you near their city center. Keep your bowmen and stone throwers safely back, then have your macemen rush in and engage. Now send in your ranged units. Once the bandit army is defeated, turn your attention to the bandits' military production buildings. More bandits will be coming from the enemy barracks, so build reinforcement units as needed.

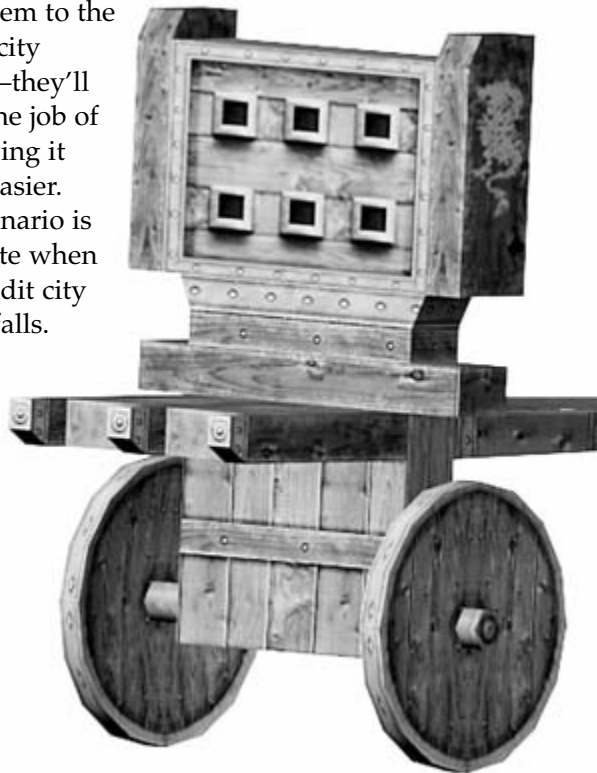
TIP



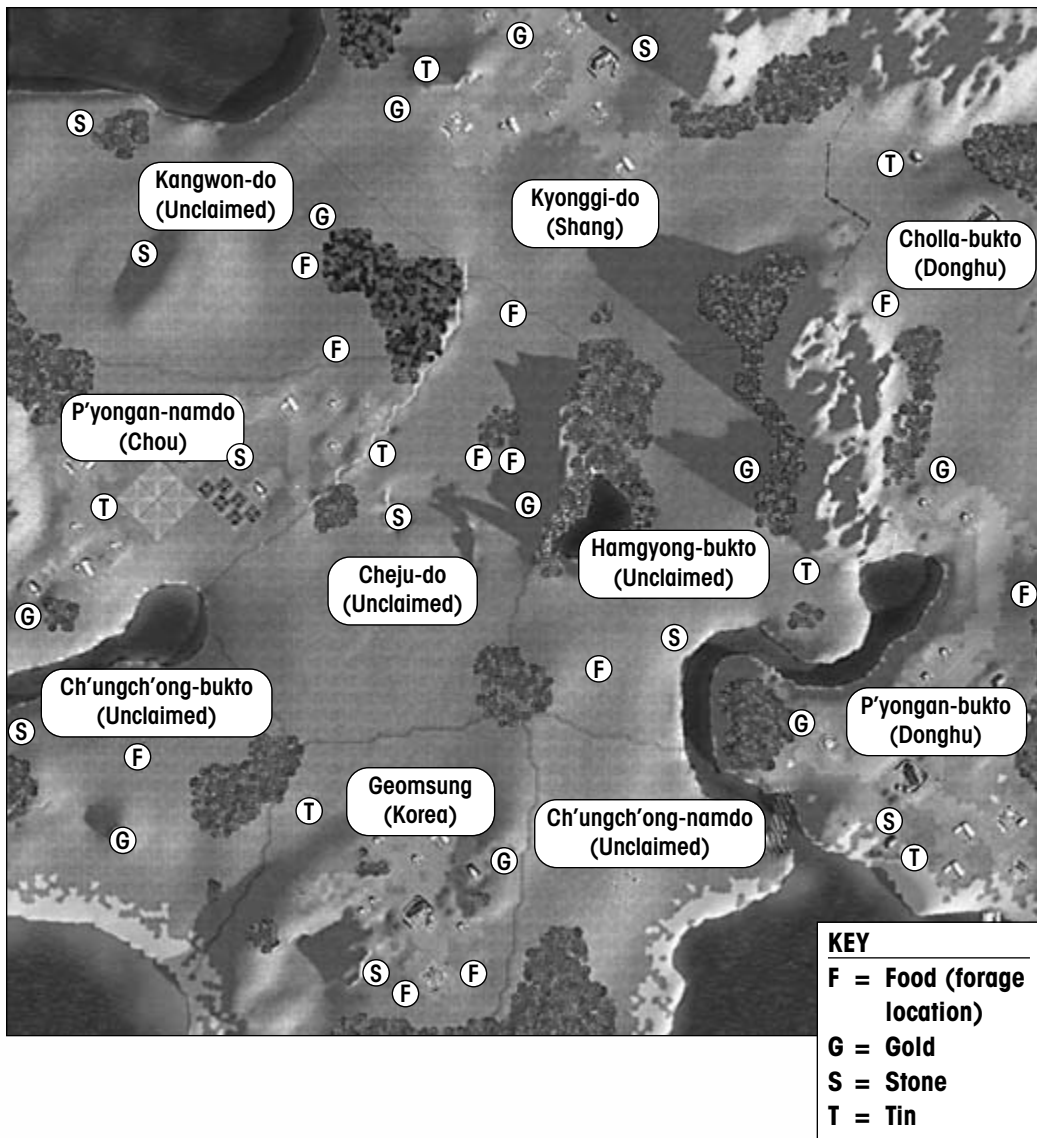
The bandits have two barracks to the west of their city center. Take these out to stop them from producing more combat units.



Once the bandit barracks are destroyed, have your entire army attack the bandit city center. You can capture it if you choose, but it's not necessary and simply destroying it is faster. If your stone throwers have been destroyed, produce more and send them to the bandit city center—they'll make the job of destroying it much easier. The scenario is complete when the bandit city center falls.



Chapter 3: Korea—Ancient Chosun



History

Asadal has been established. As the city-state prospers, it must expand to accommodate an increasing population. But beyond its borders lie unexplored lands and unknown peoples. These tribal clans and city-states are not united, but neither are they completely isolated. What happens to one will affect the behavior of the others. The diplomatic landscape has the potential to erupt into turmoil and warfare. Tangun must decide the best way to incorporate each group into what will be the first unified nation of Korea. Once all the peoples of the region are ultimately united, Chosun, Land of the Morning Calm, will be a reality. The people of Chosun will enjoy greater security and prosperity, and a sense of proud national identity.

Briefing

The community of Asadal is prospering. As the population grows, so does its people. Offshoot communities are ever-increasing, pushing the borders of the city-state into unexplored territory. But it is becoming clear that Tangun's people are not the only ones who live in this land. Asadal is bound to encounter its neighbors. Will they be friend or foe? Can unity and harmony exist between these peoples? Perhaps, under a unified nation even larger and mightier than ever imagined before. But the first step is to establish an outpost and see who's out there.

Starting Assets

Territories: 1/10

Tech Points: 20

Food: 600

Wood: 600

Stone: 400

Gold: 500

Tin: 200

Primary Objectives

- Explore
- Conquer or ally with Chou
- Conquer or ally with Shang
- Conquer or ally with Donghu

Secondary Objectives

- Advance to Epoch II
- Research fluted projectile points
- Impress Chou
- Impress Shang
- Impress Donghu

Lose Conditions

- Tangun is killed
- Geomsung is destroyed

Scenario-Specific Units

Tangun

Damage: 29

Hit points: 600

Line of sight: 5

Powers: Endeavor, Loyalty

Range: 1

Speed: 15

Walkthrough



You begin with a fully-functioning city in the Cholla-namdo territory, but you may want to tweak your harvesting operations a little. First, build warehouses near the stone and food in the southern part of your starting territory. You also need to start harvesting tin. There's a tin deposit in the northwest corner of your territory. Generate some citizens to harvest it and build a warehouse nearby. Once your harvesting is in full swing, select the three scouts near your city center and have them explore the map.

YOU CAN HAVE SCOUTS AUTOMATICALLY EXPLORE BY SELECTING THEM AND PRESSING [X], OR YOU CAN SEND THEM OUT MANUALLY TO MORE QUICKLY FIND THE OTHER PLAYERS ON THE MAP. SEND ONE EXPLORER TO THE NORTHWEST, ONE TO THE NORTH, AND ONE TO THE EAST. THIS WILL ALLOW YOU TO QUICKLY MAKE CONTACT WITH ALL THREE OF YOUR COMPETITORS.



As your scouts explore, begin bolstering your army. Build a second barracks, then produce more macemen and bowmen. Build a workshop to produce stone throwers. You begin with a fair amount of tech points, so research fluted projectile points (which will complete a secondary objective), primitive supply caches, and either fine hardened weapons or fertility rituals. You'll eventually want to research everything, so generate some citizens and garrison them in the city center and university to increase your tech.



When you've made contact with the three other players on the map, the primary objectives (and several secondary objectives) will be revealed. You must conquer or ally with your three neighbors and, if possible,

impress all three as well. The alliances on this map will require a somewhat significant resource tribute on your part, and only the villages, Shang and Chou, can actually become allies. The

village of Donghu will become hostile no matter what actions you take, so consider that village your primary enemy and concentrate on bringing the others to your side.

Your Neighbors

The majority of your primary and secondary goals involve your relationships with the other players on the map. You must ally with or conquer each of them and, as secondary objectives, impress each of them as well. Two of the players will tell you their requirements for alliances if you propose one, but an alliance with Donghu is not possible, and even offering an alliance will lead to a hostile relationship.

Chou

Chou is the red player, located to the northwest of your starting territory. To ally with this village, you need to tribute 1000 food. Remember, you can offer a proposal, and Chou will counter with their requirements. The village will be impressed if you earn the cultural or economic crowns during the course of the scenario. If you find yourself at war with Chou, you can make peace by offering 500 food.

Shang

Like Chou, Shang will inform you of their alliance requirements if you propose one. Shang is the orange player who begins in

the far north of the map. An alliance requires 500 gold, 500 stone, and 500 tin. Allying with Shang immediately turns Donghu hostile, so you should wait until you are ready for war before offering the necessary resources. On a more positive note, allying with both Shang and Chou will inspire an alliance between them. To impress Shang, you need to control three territories. Should you find yourself at war with Shang, you can restore peace by offering 250 units each of gold, stone, and tin.

Donghu

Donghu, the light blue player to the east, is not as friendly as your other neighbors. Donghu will turn hostile no matter what you do, so concentrate on forging alliances with the other villages in order to overwhelm Donghu. When you are at war with Donghu, your only option is to destroy it. Donghu can be impressed, but achieving this objective will require you to destroy Shang.

CHAPTER 3: KOREA—ANCIENT CHOSUN



Your next priority is expansion. Taking control of more territories not only secures you more resources, but it also raises your unit cap considerably, allowing you to build a more substantial fighting force. Additionally, it raises your tech, allowing you to more quickly achieve some of your secondary goals. First, move some citizens into Ch'ungch'ong-namdo, located just to the east. This territory is unfortunately short on resources, but does provide some wood and food in the form of cows. Next, build a city center in Ch'ungch'ong-bukto to the west. This is a more resource-rich territory, and offers gold, food, and wood.



Begin forging your alliances. Send the necessary requirements to both Chou and Shang (see sidebar), and

those villages join forces with you. Donghu will turn hostile, if it hasn't already, so be prepared to protect yourself. Due to the bridge leading to Donghu's territory in the southeast, your eastern territory is the most vulnerable. Build a fortress and some outposts near your city center. You may also want to reinforce your border with a spiked trench.



Next, you want to conquer Hamgyong-bukto to the north, which is currently controlled by Donghu. Your allies may already be fighting in the territory, so either send in support or send in a sizeable army of your own if no allies are already in place. You can capture Donghu's city center, but first you need to destroy the fortress nearby. Once the fortress is destroyed, capture Donghu's city center or destroy it and build your own.

TIP

Remember to upgrade your units as soon as possible. It makes conquering Donghu's territories considerably easier.



As you begin to take Donghu's territory, continue your research; you want to advance to Epoch II quickly. As soon as you reach the second Epoch, build a stable. You should also begin producing onagers (at your workshop) and spearmen (at your barracks) as soon as possible. When the stable is complete, build a small force of mounted infantry and slingers. Move your force into Hamgyong-bukto and finish upgrading them all to elite status.



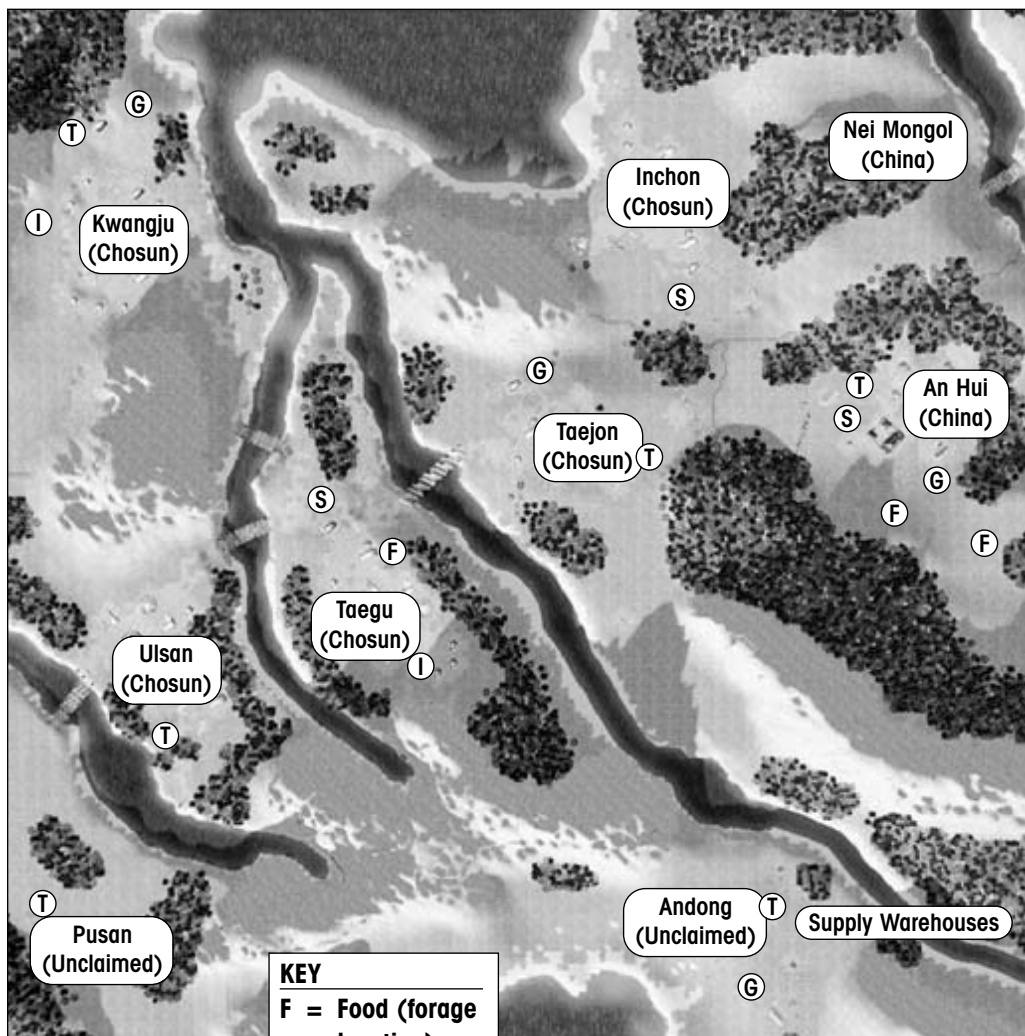
There are two routes into Donghu's territory: through Shang's territory to the north into Cholla-bukto, and across the bridge in the southeast into P'yongan-bukto. The northern route is better, as the bridge to the south can turn into a deathtrap if your units don't make it across without opposition.

Move through Shang's territory and attack Donghu's walls. When the walls fall, move in and begin attacking the military production facilities, as well as any fortresses and outposts. Continue producing units as you advance and set the rally points close to the contested territory so they'll be easily accessible. When the territory is relatively clear of opposing military, capture or destroy the city center.



After capturing Cholla-bukto, Donghu will be considerably weakened. Proceed south, destroying all of Donghu's buildings and forces as you move. Most likely, your allies have joined the battle at this point, and you should have a large army yourself, so razing Donghu's final territory will be quite easy. Move down to the city center and direct all of your forces' fire on it. When the city center falls, Chosun has been united and the scenario is complete.

Chapter 4: Korea—The Yen



History

Over a period of time, confederated kingdoms (societies with articulated political structures) developed around the walled-town states. By around 400 B.C., these states had advanced to the point where their existence was known even in China. Ancient Chosun established itself in the basins of the Liao and Taedong rivers. It had combined with other walled-town states to form a large confederation, the head of which came to be designated as king. In light of assertions by the state of Yen that Chosun was arrogant, it may be inferred that Chosun was regarded as a formidable power in the region. As a result of feeling threatened, or out of a wish to control the prosperous Chosun territories, a Yen invasion was mounted.

Briefing

For generations Chosun has continued to grow. Slowly but steadily, the nation has become stronger, while still enjoying relative peace. Chosun's people are happy and industrious. Word of the nation's success has spread north to the land of China and south to the islands of Japan. Suddenly, these neighboring foreign states are taking notice. Perhaps they covet Chosun's prosperity, perhaps they view Chosun as a threat. Regardless of the reason, the attention Chosun is receiving is dubious. Challenging times lie ahead for the nation and its people.

Starting Assets

Territories: 5/9

Tech Points: 10

Food: 1000

Wood: 800

Stone: 600

Gold: 600

Tin: 600

Primary Objectives

- Protect your people
- Defend Incheon's citizens
- Control Taejon territory for seven minutes
- Establish and protect a city in Pusan
- Defend markets in Taegu, Kwangju, and Ulsan

Secondary Objectives

- Escort citizens to Pusan
- Destroy the Yen's supply warehouses
- Build two fortresses near the Nam River, in Pusan territory

Lose Conditions

- Ju is killed
- Incheon's city center is destroyed
- Taejon territory is lost

Scenario-Specific Units

Ju

Damage: 49

Hit points: 620

Line of sight: 5

Powers: Rally, High Fervor

Range: 1

Speed: 17

Walkthrough



You begin this scenario with several territories under your control. Your military forces are in Inchon, the northernmost of your territories. During the course of this mission, you'll lose your territories one by one. The Chinese will begin attacking almost immediately, manageably at first, but eventually with an army that is so overwhelming, your only hope is to slow it down.

You must prepare to defend yourself quickly. Build two fortresses in Inchon and as many outposts as the territory will allow. You won't have the resources at first, so buy what you need at the market, and make sure you have plenty of citizens harvesting stone and wood in territories other than Inchon and Taejon. Taegu has a stone deposit, and Kwangju has a warehouse near a small grove of trees. Establish trade routes between your many markets to earn gold.

As you set up your harvesting operation, begin building more troops. You have several barracks, stables, and workshops already built. Use all of them to expedite building, and set all of the rally points in Taejon.

NOTE

RESEARCH CAN HELP IMPROVE YOUR MILITARY, BUT YOU'LL NEED TO BUILD A UNIVERSITY TO HAVE ACCESS TO MOST TECHNOLOGIES, AND UNIVERSITIES USE RESOURCES THAT COULD BE SPENT ON DEFENSES. IF YOU CAN AFFORD TO BUY ENOUGH RESOURCES, BUILD ONE OR TWO UNIVERSITIES, GARRISON THEM, AND SHOOT FOR THE MILITARY CROWN.



Your first objective is to ensure that ten refugees safely reach Kwangju. They'll only be threatened while in Inchon, and only when the Chinese troops are present. Fight the Chinese who approach your troops, but don't actively engage any enemies outside your borders. You need as many troops to survive as possible.

The refugees will move in a steady stream through your territories. They'll

only count as successfully rescued when they reach Kwangju, but they are pretty much safe once they pass through Inchon. For this reason, keep an eye on the mini map. When six refugees have escaped, and four more are en route, retreat out of Inchon. Move all your citizens to other territories, and move all of your troops to Taejon.

As the final refugees make their way to Kwangju, begin building fortresses and outposts in Taejon, and begin upgrading your units. Also, build a wall with as many towers as possible. Buy more stone if needed—you need to hold back the Chinese tide for as long



as possible.

Your defenses in Taejon don't need to be clean or neat; you just want to build as many defenses as you can possibly afford. Redundant walls, multiple towers—whatever you can afford to build, build.

The attack on Taejon is overwhelming. There's no way you can build enough troops to keep the territory, and, without proper defenses, there's no way your current army can

ever hold the territory for long. You just need to hold it for seven minutes. Hopefully, the Chinese forces will be distracted with taking Inchon for a good part of that time.

Once your Taejon defenses are built, move any citizens present to the southern territories. Have them continue harvesting food and wood at any open farms and forests. Continue building troops. If your population cap has been reached, queue them up to replace your soldiers as they fall. At this point, set the rally points for your mili-



tary production buildings in Taegu.

The Chinese invasion of Taejon begins in full force shortly after Inchon is captured. Do not attack the Chinese until they break through your defenses. Remember: your goal is to slow them down, not defeat them. You want to prolong the battle as much as possible.

As the Chinese break through your barrier, move fifteen citizens into Pusan, the southernmost territory in the region. Once fifteen citizens reach Pusan, build a city center there and begin harvesting wood.

CHAPTER 4: KOREA—THE YEN

When the Chinese break through into Taejon, engage them. Continue fighting until the 30-second mark. At that point, move any survivors south into Taegu. Leave the Chinese to any remaining defenses. Even if they begin capturing your city center, they won't do it before the time expires.

CAUTION

Ju can be very helpful during the defense of Taejon, but he must be used sparingly. Don't allow him to enter combat. Instead, move him into a cluster of your troops, use his Rally power to heal them, then return him to safety.

Destroying the Supply Warehouses



As the Chinese invade Taejon, you are informed that their supply operations are located in Andong, an unclaimed territory to the east. If you can destroy the warehouses in Andong, you will significantly slow the Chinese attack.

It's very difficult to destroy the supply warehouses and defend Taejon simultaneously. The warehouses are

well-defended, and you need the majority of your force for the defense. To successfully complete this objective, you need to send the majority of your troops into Andong, and you'll likely lose most of them in the process.

If you decide to take out the warehouses, be sure you have plenty of reinforcements queued to help in Taejon. Move them in from Taegu in groups, so that they aren't just quickly killed off one by one.

If you wait until after the siege of Taejon to attack the warehouses, the Chinese will have taken control of Andong, or will be in the process of taking control, and it will be much harder to complete.



As the Chinese finish their assimilation of Taejon, begin building defenses in both Taegu and Kwangju. After the time expires for the Taejon defense, you receive reinforcements. Move these to Taegu.

At this point, trade carts will be moving from your markets to the city

center in Pusan. Each one will give you a huge number of resources, and ten need to make it successfully. The primary Chinese force will attack Taegu, so build walls near the river, as well as some fortresses and outposts. Don't leave Kwangju undefended. Build fortresses and walls here as well, but keep your main military force in Taegu.

As before, wait until the Chinese break through your defenses before engaging them with your army. They'll be attacking from both Taejon and Andong, so make sure you have the northern and eastern borders defended.



To seize control of Pusan, you must build two fortresses near the river. Use the citizens in the territory to accomplish this quickly. Then begin building outposts near the northern border. When the two fortresses are built, you'll receive another group of reinforcements. Move these to Taegu to help with the defense.

Once the final trade cart has made it safely to Pusan, begin moving all of your units south. Get everyone into Pusan and then build stone walls around every possible route into the territory. Build

as many towers as possible as well. The Chinese will be primarily attacking from the bridge to the north, so have the majority of your defenses there.

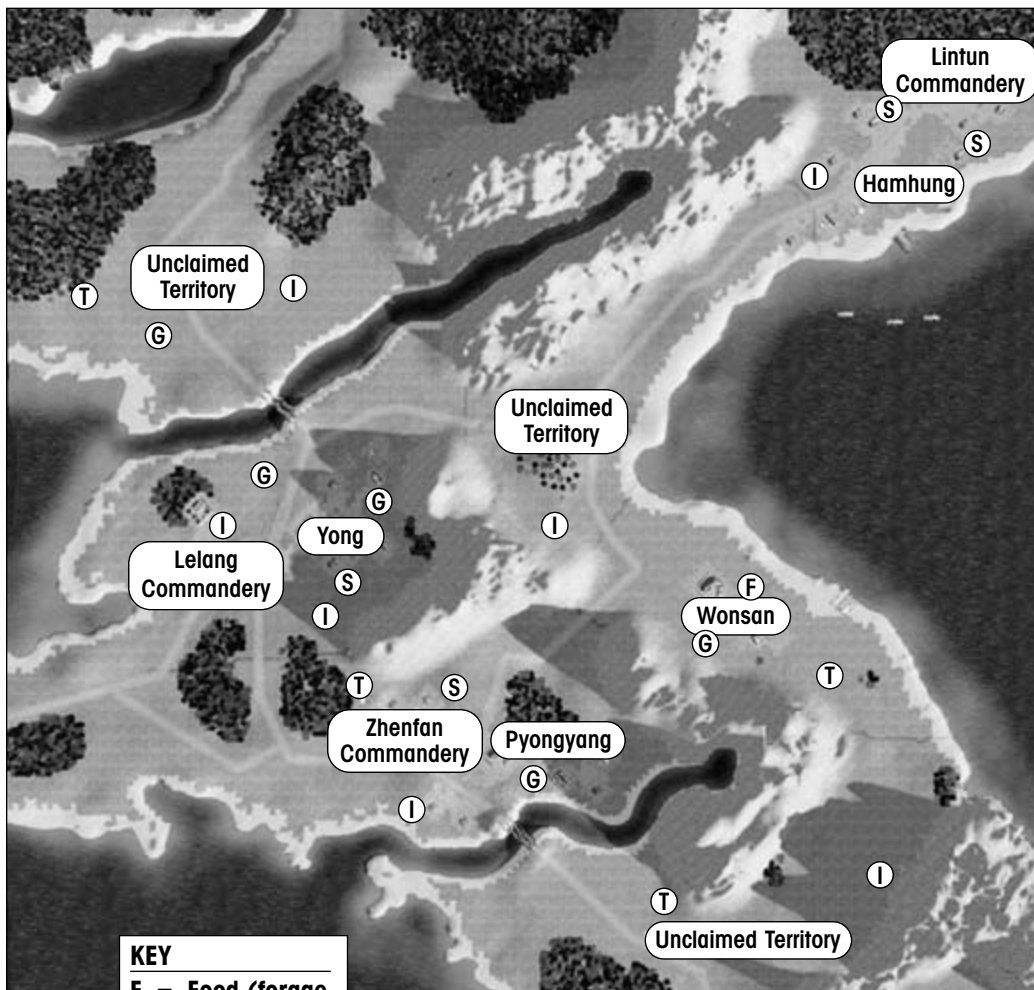


With the defenses in place, build military production buildings, and use your surplus of resources to queue up as many units as you can. The Chinese will attack Pusan with everything they have, so you'll need reinforcements if they manage to break through your defenses and reach the city center.

Keep your troops out of combat unless the Chinese break through your defenses. You need to hold the territory for 10 minutes, so defeating the Chinese is not necessary. You just need to keep them at bay.

Your defenses near the river should be a good deterrent, especially considering that the bridge creates a chokepoint, making it difficult for them to take out your fortresses. When the Chinese finally break through, hit them with every unit you have, but remember to keep Ju out of combat, except to use Rally when needed. Keep Ju alive and hold Pusan for 10 minutes, and Pusan is yours.

Chapter 5: Korea—Overthrow



KEY

- F = Food (forage location)
- G = Gold
- S = Stone
- T = Tin
- I = Iron

History

After the Yen Dynasty fell, the Han Dynasty arose as the dominant military force in the area. The Han set up four Commanderies in the area. Although an occupation of sorts, the people of the day were allowed to practice their beliefs and go about their daily travails relatively unhindered. These Commanderies were there to make sure the flow of goods and taxes to China was maintained. But eventually, the people of Chosun grew increasingly discontent. And as the Han Dynasty's power began to wane, it was only a matter of time before people took up arms against them.

Briefing

The Yen invaded, but eventually their dynasty collapsed. The dragon's head was cut off, only to have another grow back in its place. The Han have come into this land and set up Commanderies to collect taxes and drain the land of its natural resources. The people have had enough of this extortion, and the seeds of dissent have been sown. It's only a matter of time before the situation reaches a boiling point. But any action must be swift and decisive. People should go about their daily activities so as not to arouse suspicion. Meanwhile, they will build an army in secret, to oust these thieves from their strongholds, and drive them from the land.

Starting Assets

Territories: 4/9

Tech Points: 15

Food: 1000

Wood: 1000

Stone: 600

Gold: 600

Tin: 300

Primary Objectives

- Destroy Zhenfan
- Destroy Lintun
- Destroy Lelang

Secondary Objectives

- Tribute Zhenfan
- Tribute Lintun
- Tribute Lelang

Lose Conditions

- Control no cities

Walkthrough



You begin with four territories under your control, all functioning fairly well. There is one problem, though: you have

CHAPTER 5: KOREA—OVERTHROW

absolutely no military buildings. You cannot build military buildings within sight of any of the other players, all three of which will have significant military presence in the majority of your territories. Your first major goal is to build up a significant army, out of the view of your oppressors. However, it will take a bit of time before you are ready to start building. As long as you can keep the enemy satisfied with resources, they'll remain friendly, so you should get your infrastructure in order before you begin any military construction.



Throughout the course of the mission, all three opposing players will continually demand resources of you, and each time the amount required will increase. You'll be required to provide wood, gold, and food at regular intervals, so make sure you have plenty of citizens harvesting those three resources. You also want to build a market and research Commercial Law, which will lower the tax on tributes by 10 percent. Finally, make sure you have

some citizens harvesting stone—there is a stone pile in Cheju-do, your territory in the top right corner of the map. When your research gathering is in full swing, turn your attention to technology.

TIP

Research Commercial Law as soon as possible in order to decrease your tribute tax. As your enemies demand more resources, the tribute tax will really add up.



Begin building and garrisoning universities in each of your territories. This will significantly increase your tech point accumulation, allowing you to progress to Epoch IV more rapidly. Focus almost entirely on research that will improve your land-based military units. When you strike, you will need as strong an army as you can possibly muster.

As the universities are being built, produce a few citizens in P'yonganbukto, the territory at the bottom right. This will be the center of your military operation, because it is the only territory that is not continually

under enemy surveillance. Move the citizens southeast, near the border of the territory. Build a barracks on the border of P'yongan-bukto and P'yongan-namdo, the territory to the southwest.

NOTE

SCOUTS COUNT AS MILITARY UNITS FOR THE PURPOSE OF THIS SCENARIO, SO IF YOU WANT TO EXPLORE, YOU NEED TO DO SO WITH CITIZENS OR, EVEN BETTER, SPIES. DON'T BE TOO CONCERNED WITH EXPLORATION—THE ENEMY HEAD-QUARTERS ARE ALWAYS IN PLAIN SIGHT OF YOUR LAND.



With your completed barracks, begin producing military units. Build a workshop and a stable, and begin producing units at all three buildings. Once these are working, build another of each type if you desire. Having two barracks is a must, and a second stable and workshop will allow you to build up a large army much more quickly. Despite the demands of your neighbors, you gather a huge amount of resources during the course of this scenario, so

you should have plenty to keep your military production going strong.

TIP



Keep your military units and production buildings tightly clustered in the bottom right corner. Build some outposts near them. If an enemy patrol spots them, you will have a short time to kill the patrol to prevent them from reporting your activities. Keeping your military units tightly clustered and protected not only makes them less likely to be spotted, it also makes it easier for you to quickly dispose of any enemies who spot them.



CHAPTER 5: KOREA—OVERTHROW

As your army is growing, upgrade your units as soon as possible. You also want to begin scouting the unoccupied territories. Expanding gives you room to grow, keeps you more aware of enemy patrols, and gives you access to more resources. It isn't necessary, but it is definitely helpful. Taking control of P'yongan-namdo is especially recommended, because this will give you more territory in the bottom right corner with which to build and expand your military in relative secrecy. Because you cannot properly scout martial repercussions, it's also not a bad idea to place spies at various points along the roads to harmlessly spy on enemy movements.

NOTE

BECAUSE YOU ARE THE ONLY PLAYER GATHERING RESOURCES, AND THE ONLY PLAYER WITH ACTUAL CITIES, YOU WILL EASILY CLAIM THE ECONOMIC AND IMPERIAL CROWNS. USE THESE TO BOLSTER YOUR HARVESTING RATES AND ECONOMIC STRENGTH. IF YOU EARN THE MILITARY CROWN, USE IT TO INCREASE THE STRENGTH OF YOUR LAND FORCES.



You can strike on your own, but don't do so until your army is sufficiently large. Once you attack another player, chances are it will set off a chain reaction that turns everyone hostile. Stalling is your best strategy, because the larger your initial army, the quicker you can take out the enemy. Wait until someone spots your military, the resource demands are too high, or you have an enormous secret army at your disposal.

Once you are ready to strike, begin moving out. Move through P'yongan-namdo in the south and across the bridge into Hwanghae-bukto, the territory occupied by Zhenfan. Immediately attack Zhenfan's troops. While fighting, pay close attention to the other enemies. They'll send occasional patrols into each territory, and if one of these patrols spots you, turn your attention to destroying it before it can report your activities. Have your infantry and bowmen fight Zhenfan's units, while your siege weapons attack the fortress near your city center.

CAUTION

If an enemy spots your troops, it will immediately attempt to capture one of your city centers. When this happens, immediately attack the capturing troops. You cannot afford to lose any of your territories.



To defeat an enemy, you must eliminate all of its buildings in a territory. Concentrate on one enemy at a time, and make sure it's completely eliminated before moving on to the next. Zhenfan is the strongest of the three enemies, so striking here first means that not only will you take him out with your force at full strength, it will make taking out the other two much easier. If Zhenfan turns hostile while you are trying to take out another enemy, you will need to do too much defensive legwork to protect your territories.

After Zhenfan is eliminated, move north to Chagang-do, where Lelang is situated. Lelang may have already seen your troops and turned hostile. If so, attack the troops capturing your city center first. If Lelang is still friendly, immediately attack its patrolling

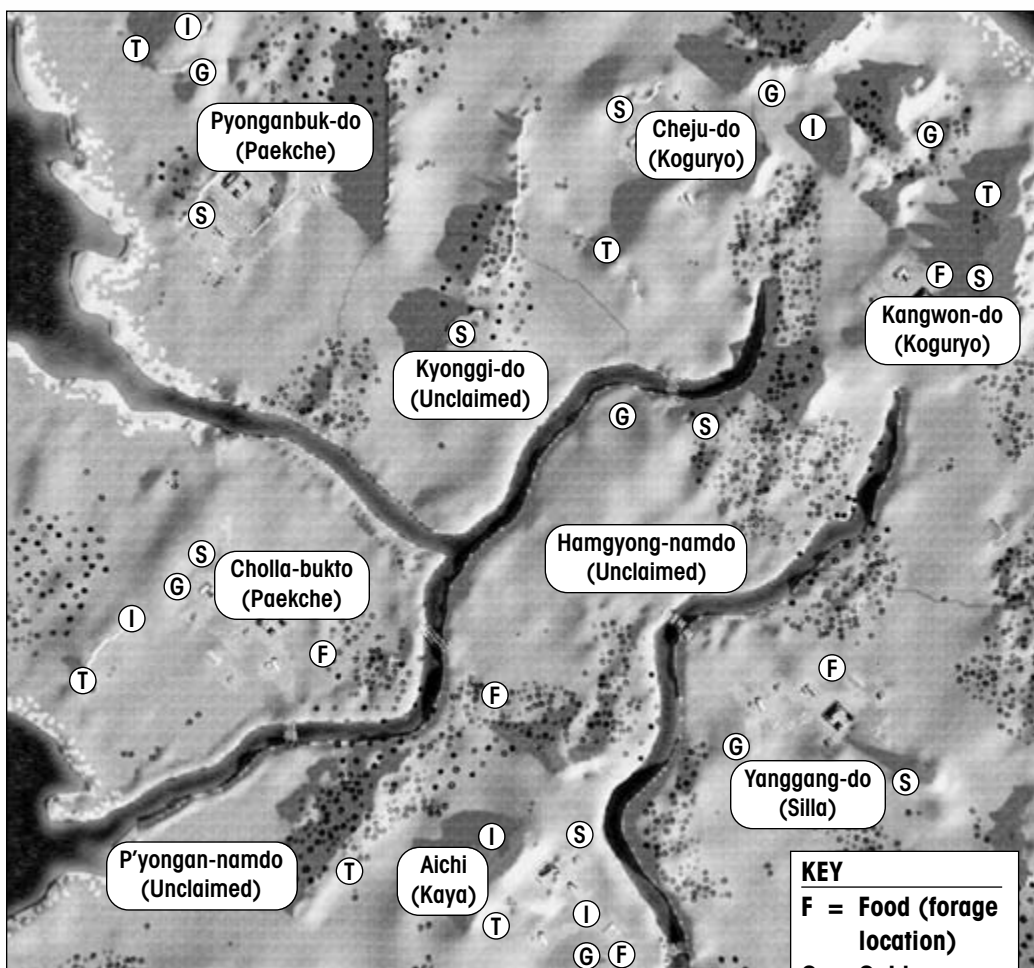
troops. As with Zhenfan, have your siege weapons concentrate on the buildings while your soldiers concentrate on the units.



If needed, reinforce your military at this point. Lintun occupies Chenju-do in the top right corner, so you have a bit of breathing room. The Lintun patrols can still cause a problem, though, so keep an eye out for them as you bolster your army.

Move a sizable force into Chenju-do, and once again concentrate first and foremost on any troops capturing your city center. Once Lintun's ground forces are defeated, attack all of the enemy buildings in the territory. When Lintun is eliminated, the region is liberated of the Han Commanderies.

Chapter 6: Korea—The Three Kingdoms



KEY	
F	Food (forage location)
G	Gold
S	Stone
T	Tin
I	Iron

History

Power changed hands dramatically in the centuries following the expulsion of the Yen. Overthrow and other invaders kept the region in upheaval. Eventually, three major powers arose out of the chaos. The kingdoms of Paekche, Silla, and Koguryo vied for supremacy in the region, siding with one to usurp the other, only to break that alliance later. Chinese and Japanese interests in the region complicated the struggle further. The Koguryo kingdom aligned with China in order to overcome neighboring Paekche. Japan's interest in Korea was a desire for access to improved technology and resources, especially iron, which was plentiful near the lower reaches of the Nakdong River. Japan gained a modicum of power in this region, controlled by the league of the Kaya states between Paekche and Silla. But in the 6th century, Silla became militarily powerful. There were several reversals in the area, ultimately driving Japan's influence entirely from the peninsula when Silla annexed the Kaya in 562.

Briefing

In the wake of the Chinese being driven out, three kingdoms have arisen. The kingdoms of Paekche, Silla, and Koguryo now struggle with each other for dominance in the region. This competition and conflict causes alliances to shift frequently. Chinese interests in the region have complicated

the situation further, and Japan has a foothold in the south in the form of the Kaya territory. As refugees from the constant warfare seek sanctuary in Silla, the kingdom's population grows. But the military is not equipped to battle both Koguryo and Paekche at once. Silla must deploy its troops with discretion, or face being swallowed up by its adversaries.

Starting Assets

Territories: 1 / 8

Tech Points: 0

Food: 800

Wood: 800

Stone: 200

Gold: 200

Tin: 0

Iron: 0

Primary Objectives

- Gain control of one of Paekche's home territories
- Gain control of one of Koguryo's home territories

Secondary Objectives

- Ally with Kaya or conquer Kaya to gain access to tin and iron
- Send trade carts to Kaya to gain tin and iron until relations improve

Lose Conditions

- King Naemul is killed
- Wonju City is destroyed

CHAPTER 6: KOREA—THE THREE KINGDOMS

Scenario-Specific Units

King Naemul

Damage: 53

Hit points: 660

Line of sight: 5

Powers: Rally, High Fervor

Range: 1

Speed: 15

Walkthrough



You have a rudimentary setup in Yanggarang-do, the sole territory under your control. There are a few farms, a workshop, a barracks, and citizens harvesting the available resources. You also have a few mounted soldiers, but not much else in the way of military. You need to immediately start bolstering your army. Unfortunately, you don't have any direct access to tin or iron at the outset, so some unit upgrades and siege weapons won't yet be available.

First, you should build up your infrastructure. Construct a second barracks, a market, a university, and

streamline your harvesting with more citizens and warehouses. Begin building what military units you can. Also send your scouts out to begin finding the enemy locations, but be careful about sending your scouts to the southwest. Kaya is located there, and sending units into Kaya's territory will jeopardize your chances at an alliance.

NOTE

MAKE SURE YOU HAVE AT LEAST FIVE CITIZENS HARVESTING GOLD. EVEN IF YOU ALLY WITH KAYA, YOU WON'T HAVE THE IRON OR TIN REQUIRED TO BUILD A LARGE FORCE OF UNITS, SO YOU'LL NEED GOLD TO PURCHASE THESE RESOURCES AT THE MARKET.



To gain regular access to tin and iron, you must establish trade with Kaya, located in Aichi to the southwest. Go to the diplomacy screen and propose an alliance with Kaya. Kaya requires 500 food and trade-only border conditions. When the alliance is established, build a market and begin sending trade carts to Kaya's market. Send several carts—you'll make more gold, and Kaya will give you a small

supply of tin and iron for each successful trade.

Alternately, you can conquer Aichi and eliminate Kaya, but this is a more difficult option. The upside to conquering is that you'll have more tin and iron at the beginning. The downside is that you'll need to spend a great deal of gold to buy enough resources to make the attack possible.

TIP

Forging an alliance with Kaya is a better option than attacking. Though war will grant you more immediate access to the special resources, it will be costly, and both tin and iron will become more readily available shortly.



There are two territories ready to be annexed. The first is Hamgyong-namdo, directly north of Yanggarang-do. This is a fairly desolate territory, and barren of any resources with the exception of wood. Koguryo will take control of it if you don't, but it can easily be reclaimed later. Conquer Hamgyong-namdo if you need to raise your population cap, but otherwise leave it alone for now.

Instead of taking Hamgyong-namdo, move your troops to the northeast into Kangwon-do. This is one of Koguryo's home territories, and conquering it will satisfy one of your primary objectives. Make sure you have a large group of siege weapons and foot soldiers, and fight your way to the Kangwon-do city center. Use your troops to capture the city center, while your siege weapons take out any remaining defenses and troops who approach to stop the capture.

TIP

When fighting, use King Naemul's Rally power to heal all nearby friendly units.



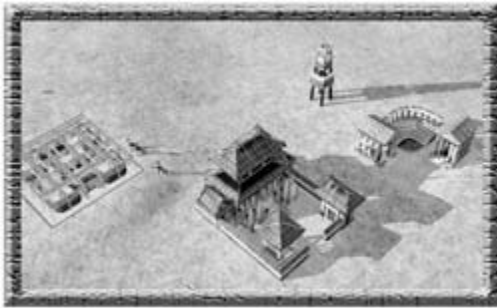
As your military fights to take control of Kangwon-do, build replacement units and send them in as needed. Otherwise, keep your new units in Yanggarang-do.

Produce citizens and build a few defensive structures in Kangwon-do. Because spies will be coming in to sabotage any buildings you produce, building an outpost should be your first

CHAPTER 6: KOREA—THE THREE KINGDOMS

priority. Once the city center is relatively secure, move the citizens up to the northwest. There's an iron deposit near the border of Cheju-do. Build a warehouse near the iron and begin harvesting. There is also a tin deposit to the north of the city center. Build another warehouse here and begin harvesting tin.

At this point, Kaya will have most likely granted you access to its resources. It won't be necessary with the deposits in Kangwon-do, but if you need more tin and iron you can send a group of citizens into Aichi to harvest Kaya's resources.



By now, Koguryo will probably have taken control of Hamgyong-namdo. Controlling this territory is optional, but it will enable you to move your troops a little easier. The territory will likely be poorly defended, so send a small army in to destroy Koguryo's structures, then build a city center in the territory. Build a university and rudimentary defenses, including an outpost or two and a fortress. You can also build a barracks in order to produce units closer to the battlefield.

There are three enemy territories bordering Hamgyong-namdo. Chollabukto, to the west, is occupied by Paekche. Kyonggi-do, to the northwest, and Cheju-do, to the north, are both occupied by Koguryo. Build up your army and move your troops into Hamgyong-namdo. You can take any route you choose, but your ultimate goal is Chagang-do, located at the far top left of the map. Cheju-do is a good territory from which to attack, and controlling it will all but destroy Koguryo.



Move your troops into Cheju-do. Move in from both the west and south in order to overwhelm Koguryo's forces. This territory is better defended, so be prepared for a bit more of a struggle. Focus your siege weapons on the defensive structures, while your troops move in to capture the city center. When the city center is captured, Koguryo will be less of a threat.

Paekche will be sending sorties into Hamgyong-namdo, so set your rally flags near the city center to insure that the territory is defended. With the eastern half of the map now completely

under your control, you should have access to all the resources you need for the final assault.



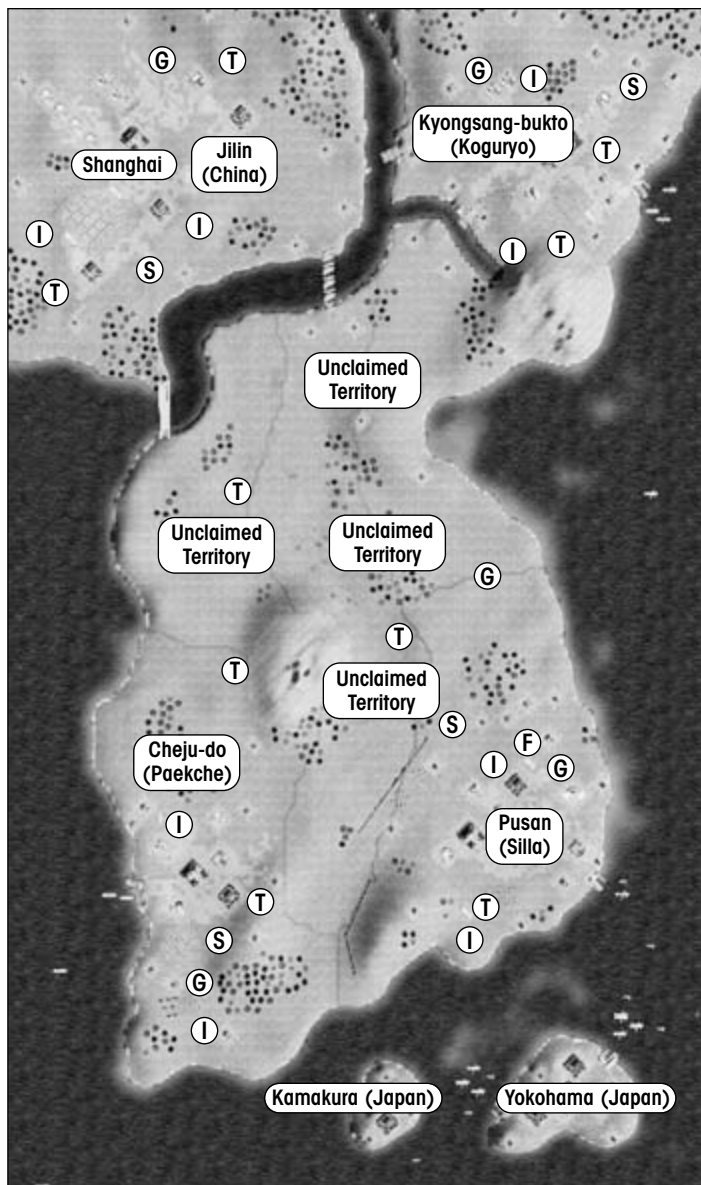
Chagang-do is very well-defended, with several outposts and a fortress near the eastern border. The city center is protected by stone walls, and Paekche's forces will still be completely intact.

Taking the territory will be made much easier with the use of spies. Send a spy in to sabotage the fortress, then

rush a few more in to sabotage the outposts. When the defensive structures are disabled, move your entire army into the territory. Have your catapults take down the defenses, while your troops eliminate any hostile soldiers in the area. When Paekche's army is thinned and the defenses are down, destroy any military production buildings that remain.

Move your troops around the walls and down to the city center through the open area to the west. Have them capture the city center while a small force keeps approaching forces from preventing the capture. When the city center in Chagang-do is taken, the territory is yours and the scenario is complete.

Chapter 7: Korea—Unlikely Allies



KEY	
F	Food (forage location)
G	Gold
S	Stone
T	Tin
I	Iron

History

Kaya has been annexed, removing the Japanese foothold in the region. Silla cultivates a youth volunteer military group, the hwarang. Silla's conflict with Koguryo and Paekche continues. Koguryo has broken ties with China. Here is an opportunity for Silla to create a strategic alliance with China, to overcome their mutual adversary. However, there's nothing but hostile territory between China and Silla.

Briefing

The political landscape is in continuous upheaval. Koguryo, Paekche, and Silla are still contentious, but Japan's influence has atrophied, and Koguryo has broken ties with China. With enemies on all three sides, Koguryo is at its most vulnerable. A strategic alliance with China could result in a war on two fronts, which even the powerful Koguryo could not survive. But Koguryo controls all the territory between Silla and China. And Japanese pirates prowl the seas with impunity. Getting a diplomat to China safely to form an alliance will not be easy.

Starting Assets

Territories: 1/10

Tech Points: 10

Food: 1200

Wood: 1200

Stone: 800

Gold: 1200

Tin: 1200

Iron: 1200

Primary Objectives

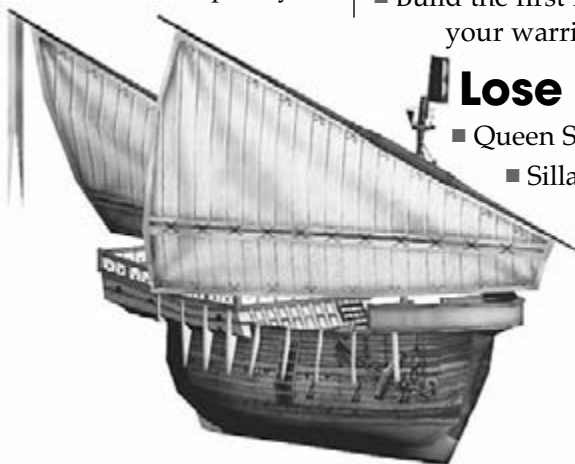
- Escort any spy to China's city center before Paekche or Koguryo does the same—beware Paekche and Koguryo patrols and blockades
- Escort the Chinese emissary safely to Silla—once they have negotiated successfully, the alliance will be complete
- Destroy the Japanese pirates

Secondary Objectives

- Build the Tower of the Moon and Stars to increase your line of sight
- Build the first five hwarang to inspire your warriors

Lose Conditions

- Queen Sonduk dies
- Silla city center is destroyed



Scenario-Specific Units

Queen Sonduk

Damage: 11

Hit points: 325

Line of sight: 5

Powers: Endeavor, Loyalty

Range: 1

Speed: 17

Walkthrough

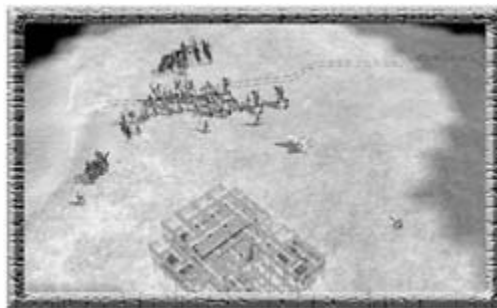


Your first goal is to get a spy safely into Chinese territory. The Chinese capitol of Shanghai is located in Jilin, at the far north of the map. You begin in Pusan, at the far south. Between Jilin and Pusan are several unclaimed territories, patrolled by Koguryo and Paekche troops. These players also have territories to the northwest and southeast and will attempt to claim the unoccupied territory in the center of the map.

A fifth player is also present: a settlement of Japanese pirates has two small bases on the islands to the southwest. The Japanese won't cause too much trouble unless you explore the

seas. They may attack your shoreline, but, at first, they are the least of your worries.

You have a handful of citizens harvesting resources, but you'll definitely need more. Wood and stone are especially important. Unfortunately, you start off very close to your population cap. You need to expand as soon as possible.



Before expanding, however, build some fire ballistae along the shoreline to protect against the Japanese pirate ships. Now, it's time to increase your population cap.

Luckily, there are two unoccupied territories within easy reach. The first is to the west of Pusan, and the second to the north. Select all your military units, and move west. Scout the area southwest of the tin deposit, then select some citizens and order them to build a city center.

As your second city center is being built, select your barracks and queue up five hwarang. While the hwarang are building, move your army north. Scout the area in the southeast of this territory, near the gold deposit. Again,

select some citizens and build a city center here.

TIP

Build the five hwarang before building any other military units. These hwarang will give all nearby units a bonus during combat. Units immediately next to the hwarang will get a 20 percent bonus. The further units are from the hwarang, the smaller the bonus.



Send the hwarang up to join your other forces, and send one of your spies (several are available at the outset) to join them as well. Expand your harvesting, making sure to add several citizens to stone and wood, and garrison some citizens in your university.

Move your army west. Paekche will have troops here and may already be attempting to take the territory. Eliminate any enemy troops and buildings, then escort the spy to the bridge to the north.

Send the spy over the bridge into Jilin, then move him to the Shanghai

city center. The Chinese will accept your offer for an alliance, on two conditions. The first of these conditions is to escort an emissary to Queen Sonduk.

NOTE

PAEKCHE MAY MAKE IT TO SHANGHAI BEFORE YOU. IF SO, DON'T WORRY. CHINA WOULD RATHER ALLY WITH YOU AND WILL GIVE YOU A LARGE WINDOW OF TIME TO GET YOUR SPY TO SHANGHAI. IF YOU DON'T MAKE IT WITHIN THIS WINDOW, HOWEVER, THE SCENARIO IS LOST.



Both Paekche and Koguryo will begin attacking you with significantly more vigor once you make contact with the Chinese. Make sure you have a steady stream of reinforcements for your troops.

Use your army to escort the emissary back to Pusan. If Paekche has built a city center in Kangwon-do, capture it. If not, build one there yourself. Build fortresses and outposts in any territories you control. Keep your army in a central position to defend attacks from any direction.

CHAPTER 7: KOREA—UNLIKELY ALLIES

When the emissary reaches Queen Sonduk, the Chinese will ask you to prove your military might by destroying the Japanese pirate settlements. Begin producing triremes at your dock. Build a force of nine or ten triremes. If you don't have enough wood, buy more at the market.

NOTE



AS YOU PREPARE TO ASSAULT THE PIRATES, BUILD THE TOWER OF MOON AND STARS NEAR PUSAN. QUEEN SONDUK'S ENDEAVOR POWER CAN MAKE THE CONSTRUCTION VERY QUICK, SO BE SURE TO USE IT. IF YOU DON'T HAVE ENOUGH RESOURCES TO BUILD THE TOWER, BUY THEM AT THE MARKET. THE TOWER WILL SHOW YOU THE LOCATIONS OF ALL ENEMY BASES ON THE MAP.

If you are close to reaching Epoch V, don't upgrade the triremes until after you advance and they become decaremes. If you aren't close to advancing, upgrade the triremes to elite status. You can make it through this scenario without advancing, but if you can advance you should. While the

triremes are being built, continue protecting your territories.



You need a small secondary army to defeat the Japanese. Most important, you'll need some light rams (or heavy rams if you've reached Epoch V). Build at least three rams, and then build a small assortment of other troops to join them. Once you land on Japanese territory, eliminating them will be very easy, but you'll need a few troops to protect the rams.



When the triremes are ready, send them southwest. Attack any Japanese ships you encounter, then attack the defenses on the coast of the pirates' base. You'll lose a few ships, but it's important to take out the fortress and fire ballistae on the coast. When the

fortress and ballistae are eliminated, garrison any damaged ships at the dock.

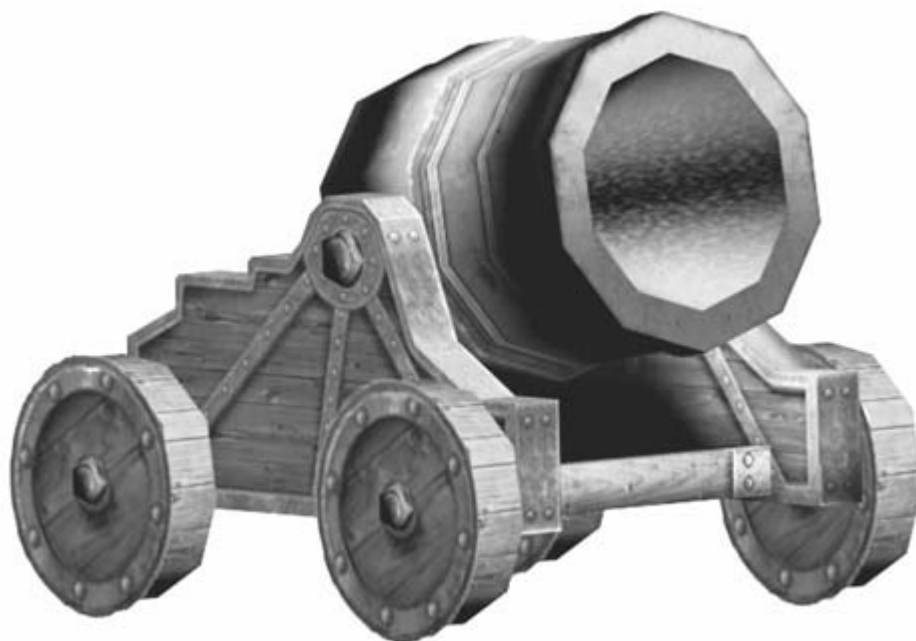
Load your rams and their escorts onto one of the ships. Unload on the recently-cleared shore of the pirate base. Use the rams to destroy any defenses, then take out the city center.

Remove your ships from the dock, then send your fleet of triremes or decaremes to the next pirate base. Take out any ships and fire ballistae protecting the base, but stay clear of the fortress—it's too far inland to hit from sea.

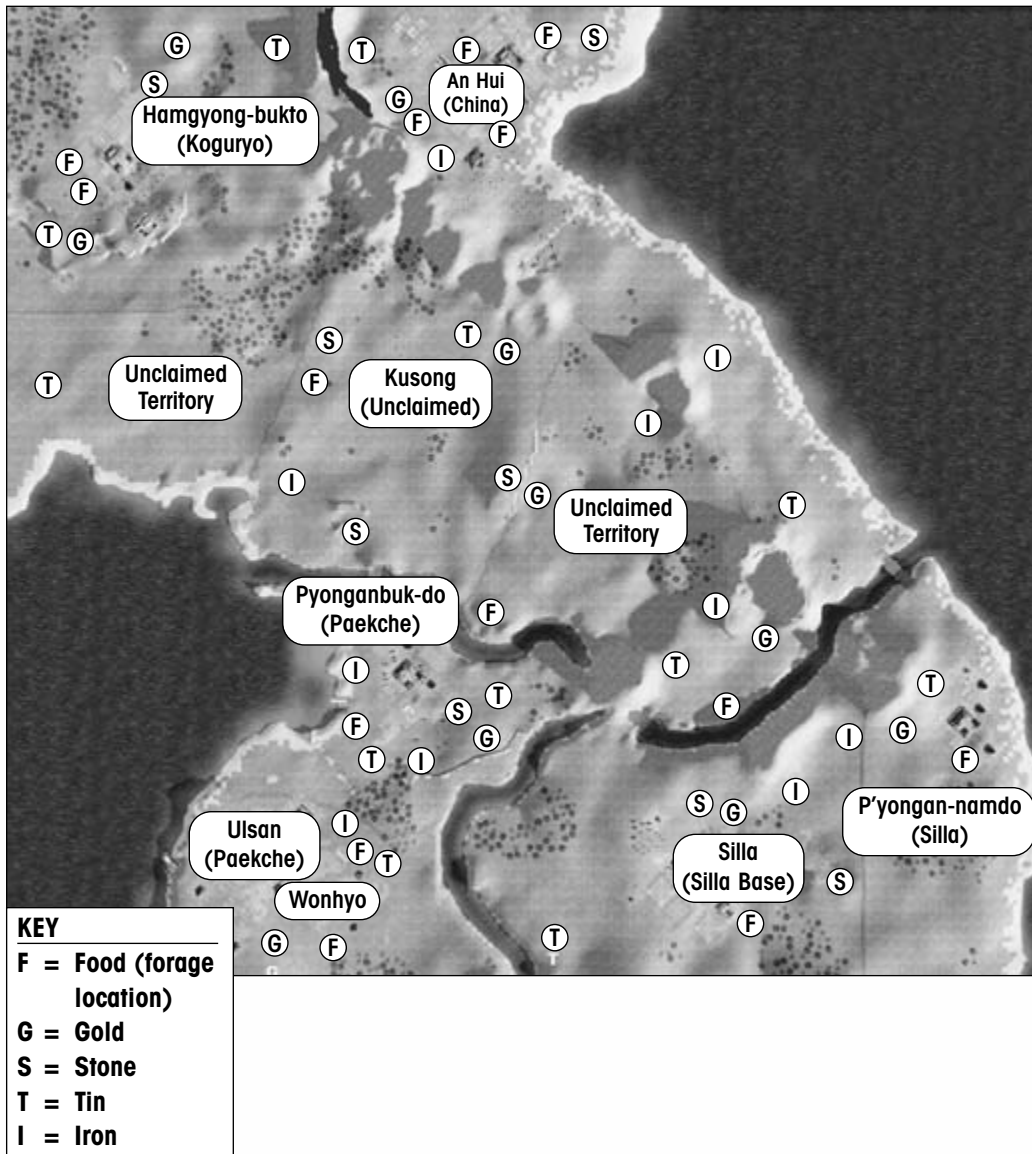


Load the rams and their escorts onto the ships, then quickly unload them on the shore of the second pirate base. Immediately use the rams to take out the fortress.

When the second fortress is destroyed, attack the city center with the rams. They'll destroy it quickly, and China, suitably impressed, will agree to your proposed alliance.



Chapter 8: Korea—Deception



History

Late in the seventh century, the nation-state of Silla forged an alliance with China in order to fight off Koguryo and Paekche aggression. China sent troops to the area to help Silla with the war effort, but Silla could not trust them to simply give up those territories after conquering them...so Silla must take over Paekche and Koguryo before China can do so, or they'll never keep China off the peninsula!

Briefing

The Chinese and the people of Silla formed a military pact to defeat Koguryo and Paekche in the year 668. While Silla sought unification, China sought a way to establish itself once again as the preeminent power on the peninsula. If Silla could not unite the people of Korea, China would divide, conquer, and slowly assimilate the entire region. The leaders of Silla knew this meant defeating their enemies before China could get firmly established in Korea.

Starting Assets

Territories: 2/9
 Tech Points: 10
 Food: 600
 Wood: 600
 Stone: 300
 Gold: 600
 Tin: 400
 Iron: 400

Primary Objectives

- Capture and defend Paekche territory
- Capture and defend Koguryo territory
- Seize all Chinese territories

Secondary Objectives

- Convert Wonhyo to your cause

Lose Conditions

- China controls the peninsula
- Kim Yu-Sin is killed
- King Muryol is killed

Scenario-Specific Units

Kim Yu-Sin

Damage: 54
 Hit points: 680
 Line of sight: 5
 Powers: High Fervor, Rally
 Range: 1
 Speed: 17

King Muryol

Damage: N/A
 Hit points: 260
 Line of sight: 5
 Powers: High Fervor, Convert Unit
 Range: N/A
 Speed: 1

Walkthrough



The title of this scenario is fitting. The alliance between China and Silla is little more than a temporary charade until the other kingdoms are removed from the peninsula. But the alliance is not the only deceitful element in this mission: you have to pull some tricky moves if you want to beat the Chinese to the available territories.

You need to hit the ground running here and get your base operational as quickly as possible. You need more citizens harvesting wood, several citizens harvesting both tin and iron, warehouses near the tin and iron deposits, and as many troops as you can afford. You should also queue up some priests; you'll need at least five fairly shortly.

Though you won't be able to afford everything at first, remember that you'll need a university in Silla, and preferably one in P'yongan-namdo as well.

NOTE

YOU DON'T HAVE ANY CITIZENS HARVESTING TIN OR IRON AT THE OUTSET, BUT THERE ARE DEPOSITS OF BOTH AVAILABLE. IRON CAN BE FOUND IN SILLA NEAR THE P'YONGAN-NAMDO BORDER. TIN IS LOCATED IN THE SOUTHWEST CORNER OF SILLA.



If allowed to expand, China will quickly set up production facilities and defenses in any territory they can control. Your primary goal is to prevent them from controlling any territories other than An Hui, the Chinese starting territory. Taking the Paekche and Koguryo territories is a secondary element of this overriding goal, no matter what the objectives may lead you to believe.

There are three unclaimed territories in the center of the peninsula. Koguryo quickly moves after the northwestern territory, and both China and Paekche will attempt to take the center territory, Kusong. You should move into the southeastern territory and grab it as soon as you can build a city center. You

will also need a fortress, but building a city center will prevent any other player from constructing one here. When you can afford a fortress, build one near your city center. Also build an outpost to prevent spies from getting too close.



China will make a small attempt to invade Paekche's capital in Pyonganbuk-do. The defenses at the capital are fairly weak, so when you have a moderate force, move in through Kusong. As you attack the Paekche city center, keep an eye on Kusong. If Paekche conquered this territory, China will be attacking the city center. Keep a small group of citizens nearby, and as soon as the city center is destroyed, build your own. Then build a fortress to take the territory, and some outposts to protect it from espionage.

Use your infantry to capture the capital city center in Pyonganbuk-do, while your artillery and mounted units take out the buildings. When the city center is captured, move your citizens down from Kusong and build a fortress. Don't move into Paekche's remaining territory quite yet. Build up your army a bit, and bring your priests

up to meet your main force. Remember: you want a group of at least five priests.

TIP

Include King Muryol in the priests you take into southern Pyonganbuk-do. He's a more powerful priest unit, and he has the High Fervor passive power. But be careful that he isn't killed; his death will cause you to lose the mission.



Break through the gate to the south of your newly captured territory, and send your army into the southern half of Pyonganbuk-do, where the city of Ulsan is located. Try to concentrate your attacks on the defensive structures; your army is only here to protect the priests.

Move your priests to the city center. There, you will encounter Wonhyo, a resident priest. Use your priests' Convert Unit power on him. Wonhyo will attempt to flee, but follow him with your military units attacking anything that attempts to kill your priests. If you convert Wonhyo, the entire territory

CHAPTER 8: KOREA—DECEPTION

and all of its units will instantly switch to your control.

Paekche is out of the picture. Move all of your units up to Kusong to meet up with the very large force of Chinese reinforcements heading toward Koguryo's territory.

NOTE

AS YOU ADVANCE ON KOGURYO, BUILD PRODUCTION FACILITIES IN KUSONG. YOU'LL NEED TO KEEP A CONSTANT SUPPLY OF REINFORCEMENTS FROM HERE ON OUT.



China's force will level the buildings in Hwanghae-namdo, the territory west of Kusong. Allow the Chinese to do most of the work for you here. China's military force will most likely be much larger than yours, and it's a good idea to let them take as many casualties as possible. The alliance won't last much longer.

Try to keep just behind China's forces as they move into Hamgyong-bukto, allowing them to draw the fire of the substantial defenses in place. When the city center is in sight, quickly move

in and begin capturing it, taking the spoils of the battle while China's forces deal with the enemy protecting the territory.

As the battle rages in Hamgyong-bukto, send some citizens into Hwanghae-namdo to the south to capture it. Build a city center and a fortress to take control of the territory.

TIP

If China's army is significantly larger than your own, you should avoid moving into Koguryo's capital in Hamgyong-bukto entirely. Instead of capturing the capital, keep your forces in Hwanghae-namdo, and build a defensive wall with plenty of towers on the northern border. Though you won't satisfy the second primary objective at the moment, you will save your army.



As soon as the Koguryo capital is captured, China turns hostile. Move your army to safety, and if you haven't built defenses on the northern border of Hwanghae-namdo, do so now.

Move your troops into Kusong, and reinforce your military with every active unit. Continue producing units until you cannot produce anymore. When your army is maxed out, and you have a good mix of unit types, move into An Hui. Attack the outposts guarding the wall, then take down the gate with your artillery.

TIP

Remember: If you've reached the population cap, you can always delete units you aren't using to make room for more military. Make sure you've selected the units you captured with Ulsan, and disband any citizens, scouts, and spies you don't need. To disband a unit, select it and press **Delete**.



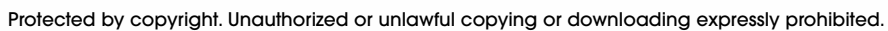
Move into An Hui and order your infantry to capture the city center. If China has possession of Hamgyongbukto, and it most likely does, you'll need to guard the bridge to the west to attack any Chinese forces who move in to prevent you from capturing An Hui.



With An Hui in your possession, it's time to remove China completely. Replace any fallen units, then move across the bridge and engage the Chinese forces in Hamgyongbukto. If necessary, send some citizens over the bridge to build a fortress or some outposts. It will take some time for them to complete the structures, but the added offensive power will be helpful.

Fight your way to the former Koguryo capital. When it's in sight, send your infantry to capture it if China's forces have been thinned enough to do so safely. Otherwise destroy it and concentrate on eliminating the enemy units. When the battle is over, build your own city center in the territory and claim the entire peninsula for Silla.

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History

The rise of Silla saw the people of the region united as a sovereign nation for the first time in centuries. Sophisticated, confident, and brave, the time had arrived for the Korean people to expel the Chinese presence for good.

Briefing

At last! All of Korea is reunited as one nation. But one cloud still hangs over this land: China. Too many times her influence has disrupted Tangun's vision of a unified people. In order for the people to be truly independent, China must be driven from the peninsula once and for all.

Starting Assets

Territories: 4/12

Tech Points: 0

Food: 1000

Wood: 1000

Stone: 1000

Gold: 1000

Tin: 1000

Iron: 1000

Primary Objectives

- Capture or destroy the Chinese capital
- Control ten territories

Secondary Objectives

- Destroy the Chinese docks to halt their sea-based attacks
- Capture any Chinese university to gain the secrets of gunpowder and access to Epoch VII

Lose Conditions

- China controls ten territories
- Pyongyang City is captured or destroyed
- Kim Yu-Sin is killed

Scenario-Specific Units

Kim Yu-Sin

Damage: 54

Hit points: 700

Line of sight: 5

Powers: High Morale,
Fire and Maneuver

Range: 1

Speed: 34

Walkthrough



There are two ways to win this scenario. Either simultaneously control ten territories, or destroy or capture the Chinese capital at Shaanxi. The Chinese severely outnumber you at the outset. They have more territories, a larger military force, and almost total control of the water.

CHAPTER 9: KOREA—KOREA UNITED

In fact, they will most likely begin attacking your coastal buildings almost immediately. For the time being, let them destroy anything they can reach with their ships. The resources needed to recover from these attacks can be better spent bolstering your army and your land defenses.

The first part of this scenario should be spent on the defense, building fortresses and outposts, and building a substantial army. Don't worry if the Chinese take an early lead; once you're prepared, you'll be able to sweep through their territories more easily.



Of your four territories, two are most vulnerable to Chinese invasion: Kangwon-do, in the west, and Ch'ungch'ong-bukto, in the east. Build two fortresses in the former; one near the river and one near the outposts that have already been built near the border of the Chinese-controlled Pyonganbuk-do. Build a fortress north of the stone and gold deposits in Ch'ungch'ong-bukto, close to the river. The Chinese will attempt to invade this territory from the east.

As your fortresses are built, bolster your resource operations. You have

plenty of citizens already working, but you'll need much more wood than you're currently generating. Assign at least five more citizens to wood. Gaining the crowns will also be helpful in this scenario, so be sure to garrison your universities and temples with citizens and priests.



These defenses should be sufficient to hold off the initial Chinese attempts at invasion. They'll attack with more fervor later, but for now you should be safe. Build up your army. You want at least fifteen of each of the available light infantry and heavy infantry units. Additionally, you should have at least ten each of both light and heavy mounted units, and four of each available artillery unit, including the Korean-only hwacha.

You have troops stationed in each of your territories, so be sure to count those among your army. You also have barracks scattered throughout your territories; use these to expedite the building of light and heavy infantry.

When these troops have been completed, queue up more to reinforce them when they fall. Now move everyone into Kangwon-do. Your first

target is Cheju-do, the Chinese-controlled territory in the southern central portion of the map.

TIP

As you generate troops, upgrade them. Having all your troops at elite status before engaging the Chinese is ideal, so continue to upgrade as long as you can afford it.



China will have built several outposts at the entrance to Cheju-do. Attack these with everything you have and take them down as quickly as possible. Try to keep your artillery intact. China's naval force will attack your units as they capture Cheju-do, and your artillery will be the best defense against these.

Eliminate the occupying forces, and then turn your attention to the buildings. As your troops destroy the Cheju-do structures, order your infantry to capture the city center. Make sure your artillery units are engaging any enemy ships in sight, while your mounted units make the dock their first priority. You can attempt to capture the dock, but the Chinese navy will just destroy it as soon as it changes hands.

When the city center changes hands, build some citizens and have them build a fortress near the coast. Then assign them to harvest the nearby iron. Move all of your forces back up to Kangwon-do.



Reinforce your army using any troops generated as you attacked Cheju-do. Before attacking anymore Chinese territories, ready yourself to deal with the naval threat. If the dock in Ch'ungch'ong-bukto has been destroyed, replace it. Build a small fleet of ships, ideally two of each class. Once your fleet is ready, begin sailing up the coast to the northwest.

You will encounter enemy resistance, so fight when necessary. Your primary targets are the two docks on the eastern coast. Destroy these, then finish off any remaining enemy ships in the area.

NOTE

YOU CAN USE YOUR FLEET TO ATTACK OTHER COASTAL TARGETS, BUT OTHERWISE THESE SHIPS WILL NO LONGER BE OF USE. IF YOU NEED THE POPULATION SPACES, DESTROY THEM BY SELECTING THEM AND PRESSING **Delete**.

CHAPTER 9: KOREA—KOREA UNITED

There is still one more dock to destroy. Build a small fleet of warships at the dock in Kangwun-do. One of each class will be sufficient. There are a handful of Chinese ships around, but this small body of water is much less treacherous than the ocean to the east.

Destroy the ships, then seek out the dock on the shore near the western border of the map. Destroy this dock to put an end to the Chinese navy.



Move your army north from Kangwun-do into Pyonganbuk-do. You encounter a fair amount of resistance here, so be sure your units are engaging the enemy instead of less important targets such as houses.

There's an outpost on a hill in the northern section of the territory. Order your artillery to attack the outpost, while your mounted units engage the enemy units moving in from the north.

As your artillery and mounted units hold back the Chinese, assign your infantry to capture the city center. The Chinese will make a strong push to keep this territory, so use your infantry to repel their forces if necessary, but don't let the city center be destroyed.

When you capture the city center, build some citizens and construct a fortress north of the city center. Then build a wall near the northern border. Upgrade the wall's turrets to towers, and build some outposts on the southern side of the wall. Your army will be leaving the territory shortly, and these defenses will help to repel any Chinese forces who attempt to regain control.



You now have six territories. Your next attack will allow you to grab two more very quickly, and put you in a good position to grab the remaining two necessary for victory.

Move your army east into Kyongsang-namdo. The Chinese have probably built a bridge across the river at this point. If they haven't, you'll need to. March across the river into Hamgyong-namdo.

The Chinese presence here won't be too strong, as they only recently have taken control. Move north to the city center, attacking any forces you encounter along the way. Capture the city center, then immediately move east into Kyongsang-bukto. Again, send your infantry to capture the city center while the remainder of your army

engages the enemy. Also assign some infantry to capture the university near the city center.

NOTE

CAPTURING A CHINESE UNIVERSITY WILL ALLOW YOU TO ADVANCE TO EPOCH VII. AS SOON AS THE OPTION IS AVAILABLE, BEGIN ADVANCING.



Destroy any other structures in Kyongsang-bukto, then move west. Reinforce your army and make any upgrades you can afford. You should be able to afford to upgrade almost everything to elite. You should also have a surplus of tech points, so queue up some technologies to research.

Jiangsu, located to the west of Hamgyong-namdo, is your next target. The city center is very close to the border, so rush in and immediately begin capturing it. Have your artillery target the fortress to the north, while your mounted units deal with any enemy troops. The Chinese army will be fairly weak at this point, so you'll encounter little resistance apart from the defenses.

From Jiangsu, it's an easy jaunt west to Anhui, which will be very lightly defended, if at all. You can capture the city center at Anhui to control ten territories and complete the final objective. The Chinese capital is so close, however, you may as well move in and finish both possible win conditions simultaneously.

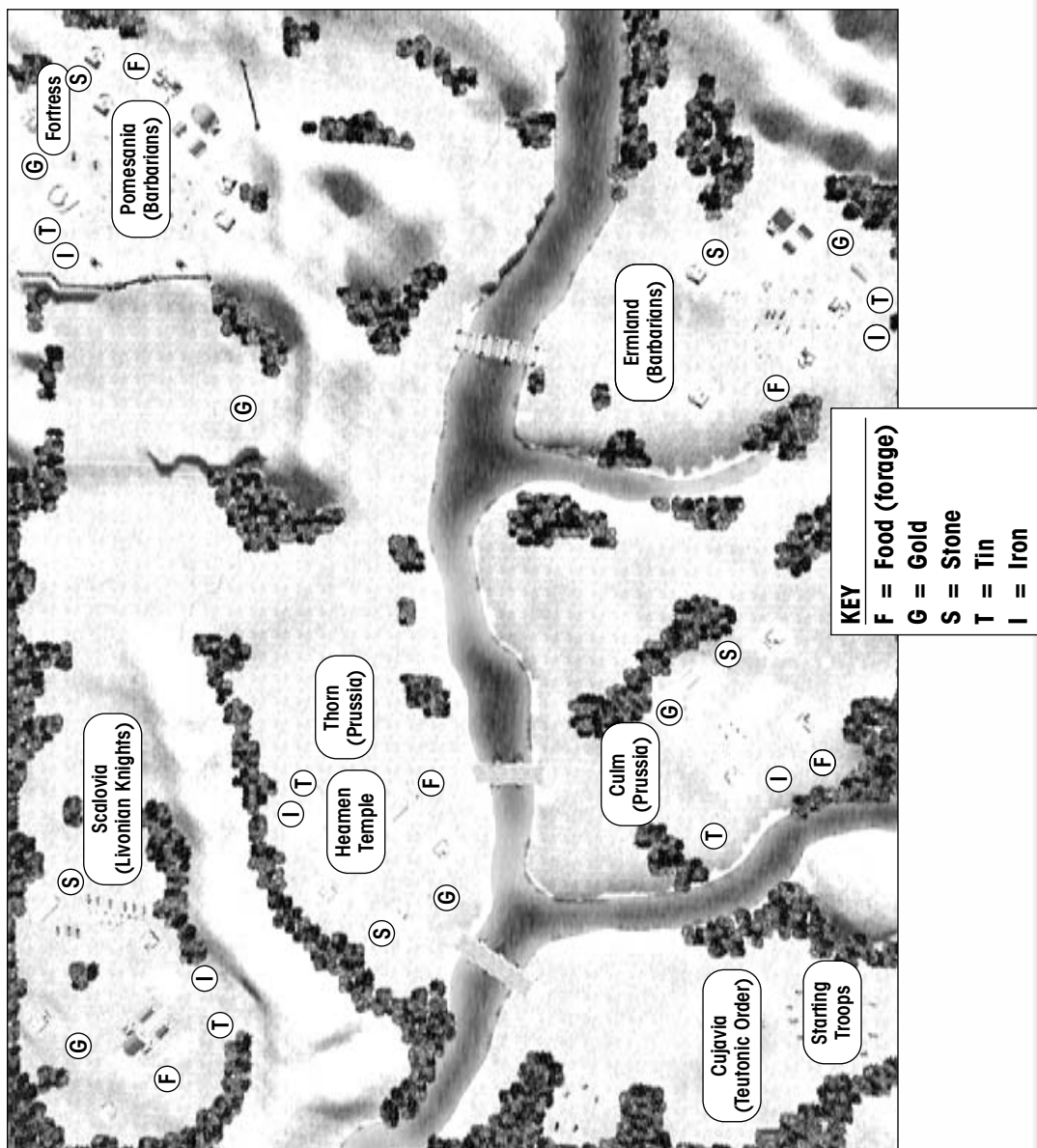


Move through Anhui and into Shaanxi. The city has a wall with a few towers, so destroy the towers and then attack the gate. Move in and have all your mounted units and artillery attack the fortress near the city center while your infantry take out any Chinese troops nearby. When the fortress falls, begin capturing the city center.

The Chinese may send small groups of forces to stop the invasion, but at this point they'll have very little left. Protect your capturing troops, but don't be concerned if your army has been thinned.

When the city center and Shaanxi are captured, the Chinese occupiers have been defeated, and Korea is finally independent and united.

Chapter 10: Germany— Crusade in Prussia



History

Around 1220, Conrad of Masovia invaded and conquered some Prussian territories. When the Prussians attempted to re-take their land, Conrad called on Pope Innocent III and the Holy Roman Emperor Frederick II for a crusade. The Pope dispatched the Teutonic Knights, a crusading order that reported directly to the Papacy. Conrad had plans to have these knights conquer Prussia for him, but they inevitably eclipsed his power. The Emperor promised the people of Prussia protection and equal rights as his other subjects, providing they converted to Christianity. He also drafted a document declaring them free of any allegiance to other princes or kings. The charter was essentially used to claim Prussian territory in the name of the Emperor. In 1226, Herman von Salza, Grand Master of the Teutonic Order, received the charter from the Emperor. The Emperor gave the knights a region of Prussian land and authorized them to occupy Prussia and enforce his laws. Von Salza assigned Hermann Balk as the provincial master of the Teutonic Knights in Prussia and charged him with this task.

Briefing

The Teutonic Order was founded in the late twelfth century in Palestine, during the Third Crusade. In the early thirteenth century, the Order was recalled to Europe. The Holy Roman Emperor

dispatched the knights to convert the heathen Eastern Barbarians, which would also conveniently allow him to absorb the lands of Poland into the Empire. The Order brought law, order, and Christianity to the region. This task was easier said than done, as the Prussians organized themselves to resist the invaders. You must lead the Teutonic Order in the subjugation of the region.

Starting Assets

Territories: 0/6

Tech Points: 10

Food: 500

Wood: 1200

Stone: 1100

Gold: 500

Tin: 200

Iron: 200

Primary Objectives

- Destroy the heathen temple at Thorn
- Build a commandery at Thorn
- Locate the barbarian stronghold
- Kill the barbarian leader

Secondary Objectives

- Convert five Livonian knights
- Acquire another territory

Lose Conditions

- Hermann Balk is killed
- The commandery in Thorn is destroyed

Scenario-Specific Units

Hermann Balk

Damage: 50

Hit points: 700

Line of sight: 5

Powers: Fire and Maneuver,
High Morale

Range: 1

Speed: 34

Teutonic Crusader

Damage: 22

Hit points: 200

Line of sight: 5

Powers: Conversion

Range: 1

Speed: 34

Walkthrough



Your starting force is made up of twenty Teutonic crusaders and Hermann Balk. The former are basically Teutonic knights, the German Epoch VI unique unit. But these units have one important difference: in addition to the

standard Teutonic knight attack capabilities, they also have the power of Conversion, which turns enemy units to your side.

This is a useful power at the outset of this mission; you don't have a base, so you cannot build new units. Instead, you begin in Cujavia, a territory controlled by an allied (and quite helpful) faction of the Teutonic Order.

You also begin with a single scout. Order this scout to begin exploring the map. He'll spot a small force of Prussian mounted units in the forest to the north of your starting point. Send your crusaders up to convert them.



Your first objective is to destroy the temple at Thorn. Thorn is located just across the river, to the northeast of Cujavia. Send your entire force over there. You'll encounter some light resistance, but you should be able to remove the occupying forces without too much trouble. Be sure to convert any enemy units you can.

When the territory is free of hostiles, destroy the temple. After the temple falls, begin converting the Prussian citizens. You receive a small group of

citizens as a reward for destroying the temple, and having more will help get your city up and running more quickly.

The citizens provided by the Teutonic Order move up from Cujavia and become controllable units when they reach Thorn. Use these citizens to build a city center.

NOTE

EACH TIME YOU CAPTURE A TERRITORY, THE TEUTONIC ORDER WILL PRESENT YOU WITH A SMALL GROUP OF CITIZENS AND SOME RESOURCES.



You now need to build a commandery in Thorn. To complete the commandery, you must construct a city center, a fortress, a temple, and a barracks. Use the recently arrived citizens to build the necessary buildings.

With the commandery completed, begin harvesting resources. Even with the city center, you'll be very close to your population cap. When you have enough resources collected, build six houses in Thorn, as well as several outposts. The best place for the outposts is at the east of your base,

because the majority of hostile forces will be coming from the direction.

As you build up the base at Thorn, small forces of enemy units begin making incursions on your territory. There are two primary enemies at this point: the barbarians and the Livonians. Both must be dealt with.



The Livonians should be your first priority. The Livonian base is at the far north of the map, nestled in a small valley. As soon as you make contact with the Livonians, you receive the associated objective. You must convert five Livonian knights, at which point they will align themselves with you.

If your scout was not destroyed early, he will have most likely uncovered the Livonian base. If not, you can send your troops up there. To reach the base, you must head east into the pass, and then follow the valley north and west.

There are two ways to engage the Livonians. You can head up to their base and engage them directly, or you can simply wait until they attack you. Either way, make sure your crusaders stay back and primarily focus on converting. Once you've converted the

CHAPTER 10: GERMANY—CRUSADE IN PRUSSIA

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

five knights, the Livonians become your allies. Converting the Livonians will also reward you with another group of citizens and a small amount of resources from the Teutonic Order.

TIP

As enemy units come into your base, try to convert as many as possible. With the combined power of your crusaders, you can quickly turn a small group of enemies to your side.



At this point, you can, if you choose, tackle the final primary objectives. There is still a secondary objective remaining, however. To complete the final secondary objective, you need to acquire one more territory. Though this is completely optional, completing it will make attacking the barbarians much easier.

Move your army south across the bridge into Culm, which is currently occupied by the remaining Prussians. Destroy their city center and convert any citizens and units you can. Build your own city center and fortress here in order to take control.

Capturing Culm gives you another group of citizens and some resources. Use these citizens to bolster your resource operations.



The next objective is to locate the barbarian stronghold. The stronghold is based in the east, in Pomesania, but the barbarians actually have two territories under their control. In addition to Pomesania, they control Ermland, which is situated just east of Culm.

Move your army into Ermland. Destroy the barbarian buildings here, and convert any barbarian units. If you want, you can take control of Ermland, but it isn't necessary. If you choose to conquer the territory, you need to build a fortress and a city center. Once these are built, you receive some citizens and resources from the Teutonic Order.



From Ermland, move north. You come to a bridge, which crosses the river into Pomesania. Cross the bridge, and follow the path through the mountains up to the barbarian base. Destroy the palisades protecting the base.

Entering the barbarian base from the south is much easier than approaching from the north. The base has no defenses, other than the palisades, on the southern side, while the north side has several outposts and a fortress within firing range of the main gate.

The Livonians will occasionally attack the barbarians as well, so if you can time your attack to coincide with a Livonian assault, they can take some of the attention away from your troops.



When you break through the palisade, immediately engage any barbarian troops and destroy the outposts. Convert the barbarian siege units if you can, as they'll make taking down the outposts much easier.

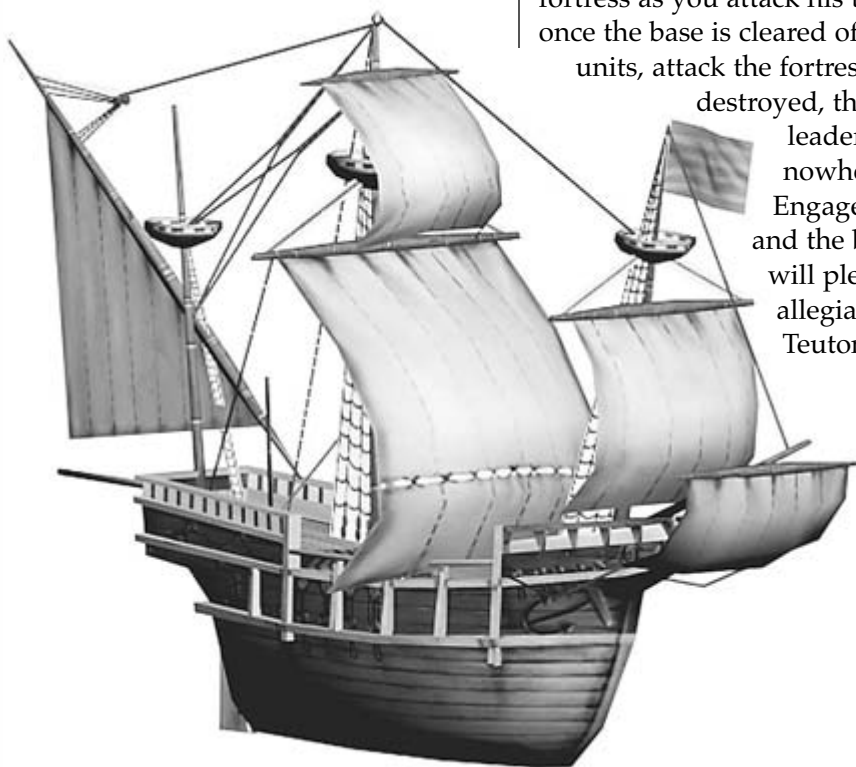
Don't worry about the other barbarian buildings. Your only goal is to kill the leader. He'll retreat into the fortress as you attack his troops, so once the base is cleared of enemy

units, attack the fortress. When it's

destroyed, the barbarian

leader will have nowhere to run.

Engage and kill him, and the barbarians will pledge their allegiance to the Teutonic Order.



A vertical strip of four illustrations. From top to bottom: a pharaoh in a striped tunic and headdress; a classical temple with columns; a galley with a large sail; and a soldier in a striped tunic and helmet. The number '103' is at the bottom.



History

The Teutonic Knights' seizure of Prussian territory brought intermittent warfare with Poland, which claimed the province. The Prussian people, who had repeatedly risen in revolt, were reduced to serfdom, and German emigrants arrived to settle the land. The Order was strongly centralized, and its administration created the foundation of the Prussian state. The knights granted considerable freedom to the cities, many of which joined the Hanseatic League. In 1263 the Pope allowed the knights to monopolize the grain trade. The League capitalized on large commodities markets. Herring was a big commodity in the fishing port of Lubeck. But with no refrigeration or canning, the shipping of such perishables was problematic. Hamburg, on the other hand, had salt mines close by. The salting and drying of meat and fish made transport and distribution possible. It was cooperation between Hanseatic cities like these that gave the League its economic strength, which also translated into political influence. The addition of grain from Prussia increased prosperity for both the Hanseatic League and the Teutonic Order. The Order had now reached the summit of its greatness. Prussia was both wealthy and populous. It is said to have had dozens of large cities and fortresses, and thousands of towns and villages. The population of the region must have been considerable, for in 1352 it was said the plague killed

thirty-one thousand people in the major cities alone.

Briefing

The Teutonic Order, having secured custody of Prussia and established order, was poised to become both a significant economic as well as military presence in the region. The Hanseatic League was a group of European cities who brokered exclusive trade agreements in order to fatten their coffers. Around this time Pope Urban IV allowed the Order to monopolize the grain trade in Prussia. This allowed the knights an excellent opportunity to create a very profitable relationship with the League, provided that they could beat their competitors to market. Poland's constant contention over ownership of Prussian territories complicated matters further.

Starting Assets

Territories: 3/18

Tech Points: 0

Food: 300

Wood: 400

Stone: 350

Gold: 400

Tin: 150

Iron: 150

Primary Objectives

- Establish and maintain trade with at least three cities of the Holy Roman Empire
- Reclaim Pomerania

CHAPTER 11: GERMANY—THE HANSEATIC LEAGUE

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Secondary Objectives

- Blockade Sweden
- Thwart unrest in Danzig
- Thwart unrest in Posen
- Thwart unrest in Thorn

Lose Conditions

- Posen, Danzig, or Thorn is captured

Scenario-Specific Units

Hartman von Heldrunen

Damage: 41

Hit points: 700

Line of sight: 5

Powers: Foreign Investment

Range: 1

Speed: 34

Teutonic Crusader

Damage: 23

Hit points: 200

Line of sight: 5

Powers: Conversion

Range: 1

Speed: 34

Walkthrough

Three territories are under your control: Danzig, Thorn, and Posen. Each has a few Teutonic crusaders protecting the territory, as well as a few citizens harvesting. You don't have any citizens harvesting wood, so rectify that

immediately. Assign quite a few citizens to wood, because you need to build a small fleet of ships during this mission.



You don't have access to gold except through trade. Your only viable trade partner is the Holy Roman Empire, and your primary goal in this scenario is to set up at least three trade routes with Rome. Trading with Rome by land will be very difficult, because Poland controls Pomerania, the territory through which your land trade routes will pass. And Poland is hostile.

For the time being, set up a few land routes to generate what gold they can before they are attacked, and use a trading cog to establish a trade route with Rostock. You should also build an outpost near your market in Posen; Poland will send spies to sabotage it, and it's your only source of gold.

NOTE

IF YOU AREN'T GENERATING ENOUGH GOLD WITH YOUR TRADE ROUTES, REMEMBER TO SELL RESOURCES AT THE MARKET.



Each of your three territories has the potential for rebellion. To quash these uprisings, you need to have a temple and a university in each. Danzig already has a temple, but the other territories have neither. Once you've established your resource harvesting, use all of your resources to build these structures. The uprisings are more of an annoyance than anything, but they can still pose a problem if the rebels happen to take out some of your citizens.

NOTE

WHEN BUILDING THE NECESSARY TEMPLES AND UNIVERSITIES TO STOP THE REBELS, USE HARTMAN VON HELDRUNGEN'S PRIORITIZATION POWER TO SPEED THE CONSTRUCTION ALONG. THIS IS A PASSIVE POWER, SO HE SIMPLY NEEDS TO BE STANDING NEAR THE CONSTRUCTION SITE TO INCREASE THE RATE OF CONSTRUCTION.

Build the university in Danzig, then build both a university and a temple in Posen and Thorn. Each time you complete both buildings in a territory, you receive a small force of Teutonic crusaders. Once you've satisfied the objective for all three territories, move all of your military units into Posen.

TIP

Be careful not to engage Polish troops unless they are actively attacking your territories. Poland's hostility toward you will increase if you kill or convert too many of its units, and you cannot withstand an all-out invasion yet.



At this point, you should have a fair amount of wood. Gold will still be an issue, so sell some resources. Food is the best option, because it generally sells for more. Use this gold and wood to purchase a small fleet of warships. You need five, but it doesn't matter what class. Barques require the least amount of gold, so those are your most resource-efficient option.

CHAPTER 11: GERMANY—THE HANSEATIC LEAGUE

As the ships are being constructed, build a barracks in Posen. You won't have the resources to build too many units, but build whatever you can. If you have any gold remaining, build a few artillery units as well.

When the ships are completed, send them to the area just north of the Roman dock at Rostock. This will create a blockade against Sweden, who will then become hostile. Sweden will, however, offer you gold to remove the blockade. Move the ships out of the area to receive 1000 gold.

NOTE

THE SWEDEN BLOCKADE OBJECTIVE IS COMPLETELY OPTIONAL, BUT YOU RECEIVE 1000 GOLD FOR YOUR EFFORTS. IF YOU'RE GENERATING ENOUGH GOLD FROM SELLING AND TRADING, YOU MAY WANT TO CONSIDER SKIPPING THIS OBJECTIVE.



Build a large military force. Though you have plenty of Teutonic crusaders, you need some infantry and artillery. Build at least five of each heavy infantry unit, and five light infantry.

Also build at least three trebuchets and three ballistae.

When your military force is large enough, march west into Pomerania. Depending on how long you've waited to begin your invasion, the Polish may have completed a wall blocking entry. If this is the case, build a heavy ram or two to destroy a section of the wall, clearing a path for your soldiers.

The Polish have a fairly substantial military presence in Pomerania, so make your way slowly through the territory, starting in the north.



As you reach the Pomerania city center, the Polish defenses get stronger. Several outposts and a fortress protect the city center, so use your rams or artillery to take these out quickly.

When the defenses are down, either capture or destroy the city center. Destruction is faster, and the Polish will send a steady stream of troops to attack, so it may be the better option. Capturing will save you the trouble of having to build your own city center, however.

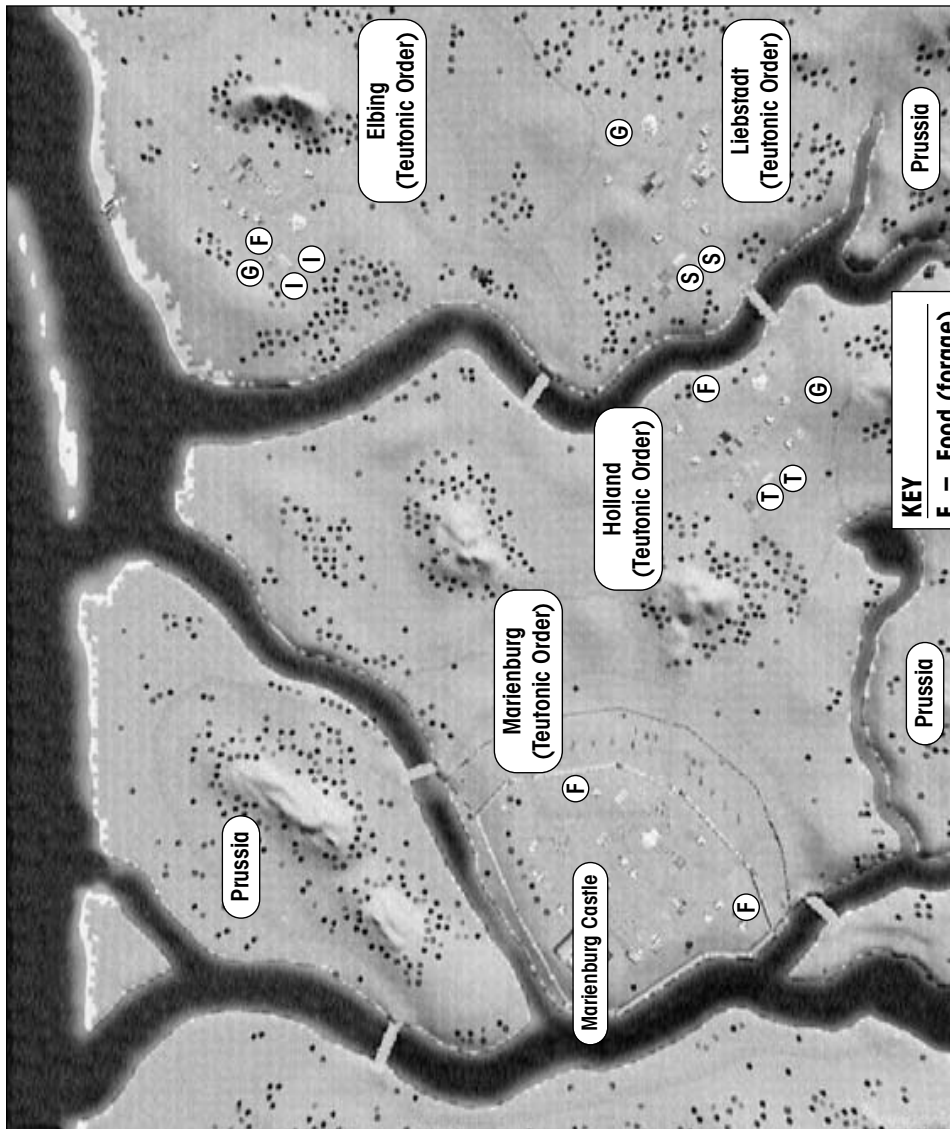
If you destroy it, send some citizens to build your own city center in Pomerania. It's best to do this near the northern border of the territory, and have your troops in the south engage the enemy before they can reach it.



After claiming Pomerania, quickly set up any needed land trade routes with the Holy Roman Empire. The markets in Rostock and Hamburg are the safest routes, with your trade carts moving through the northern section of Pomerania and out of the reach of any Polish troops. The scenario is complete when you have three trade routes operating safely and Pomerania under Prussian control.



Chapter 12: Germany— Defending the Order



History

In 1410, the Teutonic Order fought the forces of Poland and Lithuania in the Battle of Tannenberg. The Order was soundly defeated, and its Grand Master fell during the battle. With the loss of thousands of men, the Order also lost military supremacy. To make things worse, the Holy Roman Empire realized that there were no pagans left to be converted in the region. The emigration of knights, which had provided the Order with much of its strength, stopped. The Order might have been destroyed entirely had it not been for Heinrich von Plauen, who had been charged with the defense of Pomerania. He moved rapidly to bolster the defenses at Marienburg. Thanks to his preparations, the fortress was saved. Around this time, however, artillery first appeared at Marienburg, forecasting the decline of knights' castles. A stone cannonball, fired by the Poles from the other bank of the river hit the Great Master's palace, and it's still there today. The Order had been a model state in efficiency. However, its administration also was costly. Prussian cities founded the Prussian Federation in response to increased taxation. The Grand Master's attempt to extract payment resulted in the secession of the Prussian Federation in 1453. Almost all of the Order's lands were under the control of this group. The Order hired Bohemian soldiers to help them, while the Prussian Federation went to the Polish king for assistance. The Order

was unable to pay the Bohemians and gave Marienburg over to them as collateral. The Bohemians turned around and sold the Marienburg to the Polish king. The Teutonic Order was rapidly dissolving. The treaty of 1466 gave the King of Poland most of the Teutonic Order's territory west of the Vistula. Thereafter called Royal Prussia, it became part of the Kingdom of Poland. The rest of Prussia, known as the Duchy of Prussia, became Poland's vassal.

Briefing

After decades of dispute with Poland over Prussian territories, hostilities came to a boiling point. Poland marched on the Teutonic Order. They clashed at Tannenberg, where the Teutonic Knights suffered a staggering defeat. Poland continued to clash with the Order across Prussia until the conflict reached Marienburg, the Teutonic Order's seat of power. Sensing a shift in the balance of power, cities that had once been loyal to the Order now began to change their allegiances...

Starting Assets

Territories: 4/8
 Tech Points: 10
 Food: 500
 Wood: 500
 Stone: 1000
 Gold: 500
 Tin: 300
 Iron: 300

CHAPTER 12: GERMANY—DEFENDING THE ORDER

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Primary Objectives

- Protect Marienburg Castle
- Kill 250 Polish troops
- Kill the Polish leader

Secondary Objectives

- Harvest 1000 tin before the first town falls
- Harvest 1000 iron before the first town falls
- Harvest 1000 stone before the first town falls

Lose Conditions

- Heinrich von Plauen is killed
- Marienburg Castle is destroyed

Scenario-Specific Units

Heinrich von Plauen

Damage: 58

Hit points: 700

Line of sight: 5

Powers: High Morale, Fire
and Maneuver

Range: 1

Speed: 34

Teutonic Crusader

Damage: 23

Hit points: 200

Line of sight: 5

Powers: Conversion

Range: 1

Speed: 34

Walkthrough



Your primary territory for the duration of this mission is Marienburg, a large, well-fortified base to the west. The major problem with Marienburg is the general lack of resources. There's food and wood, but nothing else.

Ignore Marienburg for the time being. Your priority is to harvest 1000 stone, 1000 iron, and 1000 tin. Each of your three other territories is rich in one of these resources. Elbing, in the northeast, has iron. Liebstadt, south of Elbing, has stone. And Holland, in the far south, has tin. Additionally, each of these territories has a gold deposit.

You need to harvest as much tin, stone, and iron as you possibly can. Take all citizens in the area and assign them to harvest the deposits. Build more and send them to the deposits. Garrison citizens in the warehouses to increase the resource drop-off rate. Once these three resources are being harvested at a rapid rate, assign citizens to harvest gold in each of the territories. As with the other three resources, assign as many citizens as you can.



As you harvest, small forces of Polish units will attack your territories. Fight them off with the small group of troops present in each territory. When you reach the target amount for each of the three resources, you'll be rewarded with a group of Teutonic crusaders. Have these units convert any Polish troops that attack from this point out.

Continue harvesting, even after you've reached the target numbers. These resources will not be available for long, so you want to gather as much as you possibly can. A very large force of Polish troops begins invading these territories, beginning with Liebstadt. As soon as you see them advancing, pull all of your military units out of these territories and send them to Marienburg.

Leave the citizens; you want them to continue harvesting until the very last possible moment.

The Polish army marches its way through these three territories, destroying your structures and capturing your city centers. You won't be able to save these territories, so let them fall. As they attack, begin building defenses at Marienburg.



You already have a significant defensive line, with both palisades and walls, and several outposts. Convert all eligible section of wall into towers, and build two fortresses between the walls and the palisades. When the towers and fortresses are completed, garrison them until they are full.

Move all of your units with ranged attacks into the area between the palisades and the walls, and build a few more light and heavy artillery units to join them.

TIP

When garrisoning the wall towers and fortresses, try to use units that don't have ranged attacks. This way, you gain the advantage of the attack bonus to the structure and still have a large group of ranged forces to attack the Polish before they break through your palisades.

The first wave of Polish soldiers arrives shortly. It's a large force, preceded by a small group of heavy rams. Do everything you can to destroy the rams before they reach your walls—if you must rush out to attack, do so, and then retreat back into the safety of

CHAPTER 12: GERMANY—DEFENDING THE ORDER

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

the walls. Better still, use your Teutonic crusaders to convert them, then leave them outside the walls to distract the other troops that follow behind.



Wait until the Polish break through your palisades before engaging them. If and when they do break through, remove the units from your fortresses and wall towers to aid with the attack.

When the first wave is defeated, send some citizens down to repair the palisades and outposts, and rebuild any that were destroyed. You may find yourself short on stone. If so, purchase some at the market in Marienburg.



A small group of cannons is attacking from the north of Marienburg. Select a large group of Teutonic crusaders and head out across the bridge toward the cannons. As soon as you see them, begin

converting them. To convert them more efficiently, assign a few crusaders to each cannon. If you assign them all to a single cannon, they'll expend all of their power and, as a result, you either lose more crusaders than necessary, or are required to destroy the cannons. After the cannons are converted, attack the units escorting them.

By this point, reinforcements will have landed on the coast to the north, bringing with them a small amount of resources. Send the crusaders, the cannons, and the reinforcements into the safety of the palisades around Marienburg to wait for the next Polish attack.



The next wave of Polish troops is larger, but the basic strategy remains the same. Destroy or convert the rams, then wait until the major force breaks through the palisades before engaging them. Set your crusaders to automatically convert in order to bolster your defenses with Polish turncoats.

After the second wave, you'll be closer to the target number of 250 enemies killed. One more wave should do it. While you wait for the Polish to attack again, fix your palisades and

outposts, and rebuild anything that has been destroyed. If you're low on stone, buy some. If you're low on gold, sell wood or food. Build more troops and artillery to replace anything that was lost. You receive another group of reinforcements, so move them south to join the rest in Marienburg. Then sit tight and wait for the final Polish attack.



The third Polish attack is the most difficult to defend against and is significantly larger than those that have preceded it. Essentially, the same strategy applies, but they'll break through your defenses much more quickly.

Remember to remove the garrisoned units from your wall towers and fortresses as soon as the Polish get through the palisades, and convert anything and everything you can. Don't forget to use Heinrich von Plauen's Fire and Maneuver power, which will immobilize all enemies in a small radius. It can have a dramatic effect during this battle, as there will be a large number of enemy troops in any given area.

TIP

Watch Heinrich von Plauen's health during the final battles—if he dies, the scenario will be lost.

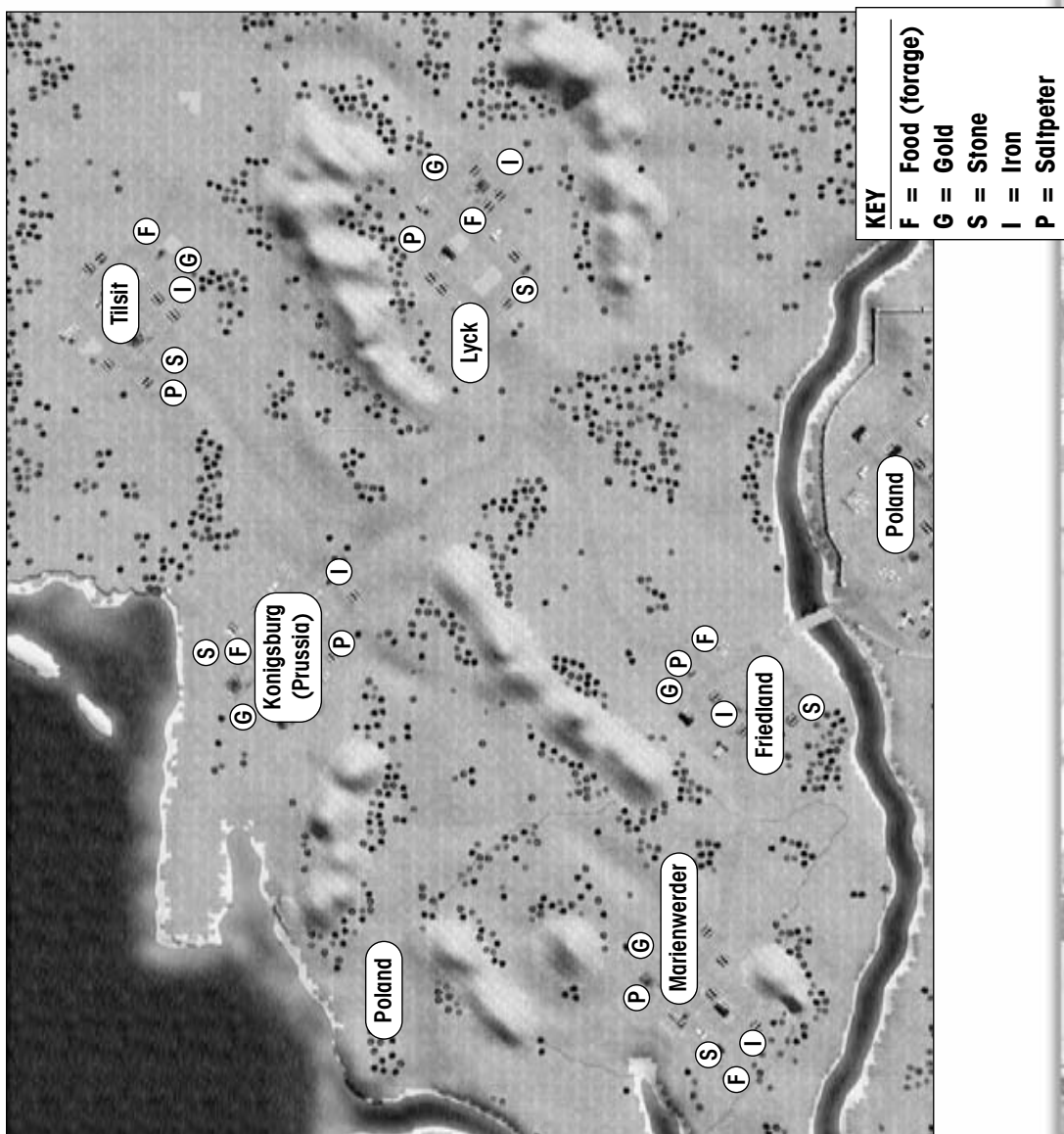


The third attack should easily put you over the 250 target number, and you should have at least some troops left when the dust settles. Your final objective is to kill the Polish leader. You can find his location by checking the map—he is just to the east of your base.

Assemble all your remaining forces and ride out toward the leader. You don't need a huge group, but you'll need a balanced force. Ranged units are especially necessary, and some artillery will be useful as well.

When you see the leader, have your infantry rush him, then have the ranged units attack. The Polish leader has Fire and Maneuver and will likely use it to immobilize your infantry. Have all of your units target the leader; don't concern yourself with his escorts. If too many other Polish units are attacking your troops, use Heinrich von Plauen's Fire and Maneuver ability. As long as you concentrate all your fire on the Polish leader, he'll be quickly killed.

Chapter 13: Germany— The Reformation



History

Following the decline of Marienburg, the Teutonic Knights shifted their seat of power to another city. The fatal blow to the Teutonic Order was delivered in 1525 by its own grand master, Albrecht. Unable to find the means to keep Poland out of Prussian affairs, Albrecht had few alternatives. He embraced the Reformation, declared Prussia a secular duchy, and was invested as duke by the King of Poland. This allowed him to remain in power and still keep his country relatively autonomous. He traveled to Poland and swore an oath of allegiance to the Polish king in a ceremony known as "The Prussian Homage." Prussia's relationship with neighboring Lithuania was friendlier, and Albrecht made strides in creating social and religious understanding between the two. Meanwhile, the Teutonic Order began to disintegrate. The estate owners of the land met and took the oath of allegiance to the new duke Albrecht, who used his full powers to forward the doctrines of Luther and the Reformation. This transition did not take place without protest. The remnants of the Order deposed their grand master and made an attempt to recover Prussia.

Briefing

Martin Luther's exposing of the corruption in the Roman Catholic Church touched off the Protestant Reformation, which rippled throughout the Holy

Roman Empire. As with other nations, this resulted in religious and political turmoil in Prussia, often ending in violence. Albrecht of Prussia was in a difficult position, trying to maintain order among his people while also trying to resist outside interference from nations such as Poland. His acceptance of the Reformation would create newfound support and preserve his office. But it would also sound the death knell for the Teutonic Order and put the future of Prussia on a new path.

Starting Assets

Territories: 1/12

Tech Points: 10

Food: 400

Wood: 500

Stone: 350

Gold: 400

Iron: 200

Saltpeter: 200

Primary Objectives

- Use Albrecht to choose an ally
- Unite Prussia
- Send Albrecht to Poland

Secondary Objectives

- Protect the nobles

Lose Conditions

- Albrecht is killed
- Any territory is lost
- Konigsburg city center is destroyed

Scenario-Specific Units

Prince Albrecht

Damage: 48

Hit points: 720

Line of sight: 5

Powers: Lectures, Fast Tracking

Range: 1

Speed: 34

Walkthrough



There are four territories with which you can choose to ally yourself. You can only choose one of these territories, and each one has its own reward. For the purposes of this walkthrough, we'll assume you align with Tilsit to the northeast. Tilsit is slightly easier to defend than the others, but the strategy for completing the mission will be essentially the same, no matter which territory you choose.

You select your territory by sending Prince Albrecht to that territory's city center. As soon as you make an alliance, the remaining three territories will

turn hostile. You must subjugate them by force, and you only have a limited time to bring all four territories under your control.

Alignment Rewards

Each territory gives you a bonus for aligning with it. Here are the four possible rewards:

Friedland

Aligning with Friedland will grant you the economic crown.

Lyck

The deadline to unite the territories will be extended if you align with Lyck.

Marienwerder

Choosing Marienwerder gives you the military crown.

Tilsit

Align with Tilsit to win the imperial crown.



Send Prince Albrecht and all your available troops to Tilsit. As they are moving, add some more citizens to each resource. Also begin queuing up troops. You'll need a large army, and you want to have a continual supply of reinforcements for the duration of the mission.

When Albrecht reaches Tilsit, the alliance will automatically go into effect. The other territories will turn hostile, and several nobles will arrive in Tilsit. You must protect these nobles for two minutes. The troops you sent with Albrecht should be more than sufficient, and Tilsit will have its own troops defending as well.

After the nobles are safe, they'll give you some gold and a handful of troops. Send these troops and Albrecht back to Konigsburg, but leave some troops behind to protect the territory.

CAUTION

You cannot lose any territories during the course of the mission or the unification will be a failure.



Build some fortifications in Konigsburg. Until you have a large enough army to conquer the remaining territories, you need to keep your military units and your territories safe. Eliminate any invaders before they can disrupt your harvesting.

Garrison some citizens in your university for tech point generation, and garrison some priests in your

temple. Build a second barracks, as well as a second stable and workshop. Remember that you're on a deadline, so you want to build troops as quickly as you can. Build a substantial force of infantry. You'll be capturing the city centers in the hostile territories, and a large group of infantry will expedite the capture.

When you have a sizable force, move through Tilsit into Lyck. Order your artillery to take out the defenses while your infantry and mounted deal with the soldiers. Don't worry about the other buildings; as soon as you capture the city center, the rest of the city will fall.



After you capture the Lyck city center, a group of nobles will arrive. As before, you must protect them for two minutes. Troops from Marienwerder and Friedland will move in from the west. Keep them away from the nobles. After the two minutes expire, the nobles will reward you with gold and a small force of troops.

Taking Friedland is more difficult. Both Marienwerder and Friedland will be defending the territory, and they'll attack in full force. Take some time to

CHAPTER 13: GERMANY—THE REFORMATION

reinforce your army. If necessary, build production facilities at Lyck to expedite the process. You should also build defenses near the border of Friedland to protect against invasions.

Assemble all of your troops on the border of Friedland. When your army is back up to full strength, move west into Friedland.



Friedland and Marienwerder will attempt to stop your forces and will succeed if you aren't at full strength. Make your way slowly into the city, taking out defenses and troops as you move. If you can stay within range of your defenses, it will be that much easier to take out the first line of enemies.

Continually produce troops as you move, and have the reinforcements join your army in Friedland. When you reach the city center, immediately begin capturing the city center with your infantry while your other forces defend against any remaining enemy forces.

When you capture the city center, a group of nobles arrives. Again, you must protect them. Marienwerder will attack, but you should have little

trouble holding them off. When the two minutes are up, you receive gold and some troops.



The deadline will be drawing near. Quickly move your troops into Marienwerder. Without the aid of Friedland, the attack will be much easier. Make your way slowly to the city center, taking out any opposition you encounter. Do not rush in despite the looming deadline—if your infantry gets killed you won't be able to capture the territory regardless. As long as you have a month or slightly less remaining, you'll be fine.

As soon as the city center is in view, move your infantry in to capture it. Have your other troops take out the production buildings and any remaining troops. Marienwerder will continue to produce troops as you capture the city center, so be sure you keep your infantry protected.



All four territories are under your control. Now you must get Prince Albrecht to Poland in order to complete the treaty. Poland is located in the far southern portion of the map, but don't send him there alone. Keep Albrecht safe in Konigsburg until your troops arrive to escort him.

Move every one of your remaining units to Konigsburg. The remaining knight of the Teutonic Order will attempt to assassinate Albrecht before he can reach Poland, so you need to protect him. Attack any troops you encounter en route to Konigsburg.

When your troops meet Albrecht, send them all as a single force to Poland. Do not let Albrecht engage the enemy, because if he dies, the treaty cannot go through. When you reach the Polish border, the rest of

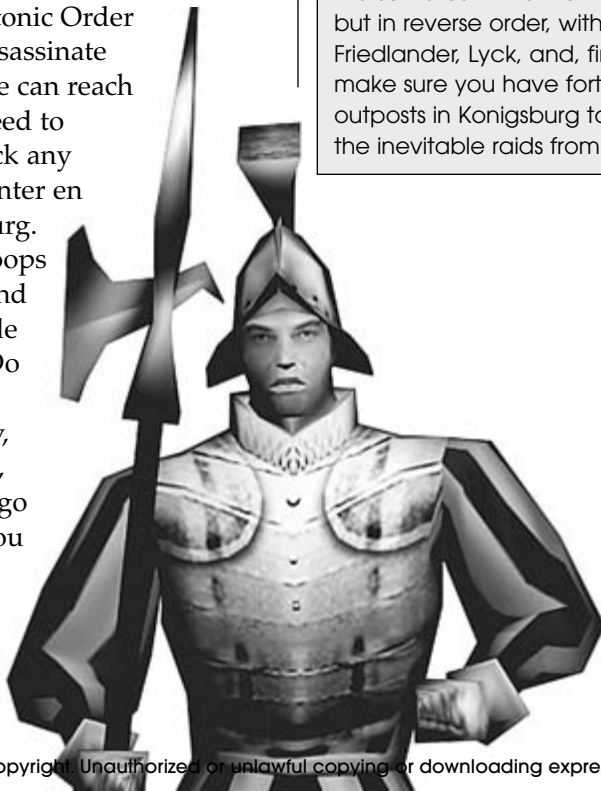
the path will be safe. Send Albrecht to the city center in Poland.

Other Alignment Options

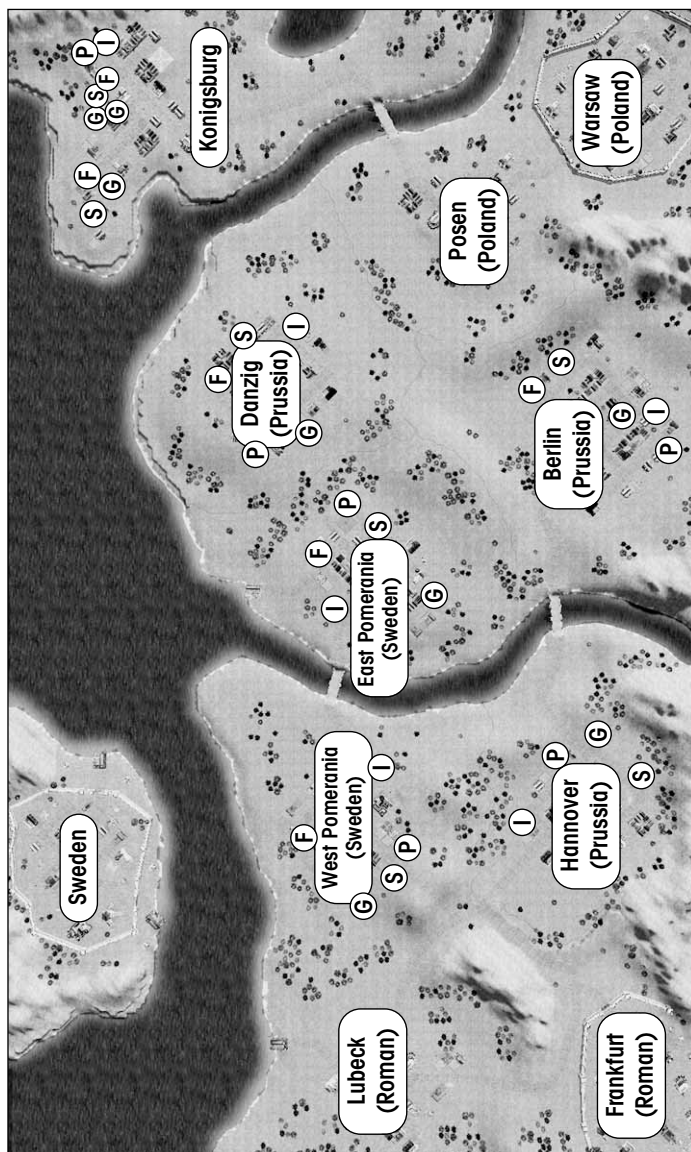
Be careful who you choose to align with in the beginning. Aligning with Friedland or Lyck can have better early rewards, but protecting those territories is more difficult, because they'll be attacked from both the east and the west, requiring you to protect them more vigilantly.

If you do choose one of these territories for your initial ally, be sure to keep a moderate-sized force in place at all times. If you choose Lyck, try to capture Tilsit first to cut off their attacks. If you ally with Friedland, capture Marienwerder first.

If your initial alliance is with Marienwerder, the strategy will remain basically the same as in the walkthrough above, but in reverse order, with you capturing Friedlander, Lyck, and, finally, Tilsit. Just make sure you have fortresses and outposts in Konigsburg to defend against the inevitable raids from Tilsit.



Chapter 14: Germany— Brandenburg Prussia



KEY	
F	Food (forage)
G	Gold
S	Stone
I	Iron
P	Saltpeter

History

In 1618 Prussia passed through inheritance to Frederick William of Brandenburg. Later by treaty, Prussia achieved full independence from Poland. Frederick had a vision to resurrect this country from the devastation it suffered during decades of warfare. His vision called for a strong, centralized system of government. Wealthy landowners, known as Junkers, saw this as a threat to their own power, and had the potential to stop him. But Frederick was successful at integrating these nobles into the government by providing certain assurances, while at the same time strengthening his own autocracy. Those who dissented against him were dealt with swiftly and harshly. He was quoted as saying, "The most certain wealth and growth of a country comes from its commerce. Commerce and shipping are the two main pillars of state." To have a dominant merchant fleet, Brandenburg-Prussia needed a modern navy to protect it. Frederick was determined to modernize his military, and his country. In modernizing the state, Frederick William had a significant advantage—there was no religious dissent in Brandenburg-Prussia. He encouraged religious tolerance, and as a result thousands of craftsmen immigrated to the country. These craftsmen were put to work and Prussia rapidly became both an industrialized and militarized state.

By the end of his rule, Frederick William had turned Prussia from a decimated casualty of war into one of the most prosperous nations in Europe.

Briefing

Prussia had remained in relative obscurity following Albrecht's rule. The Thirty Years War, which started as a German conflict over religious issues, soon became a wider European war as Catholic and Protestant countries clashed over territory and politics. Following the war, Prussia was left a desolated nation of little import in European affairs. But one man would change all that. Frederick William of Brandenburg came into power and reversed Prussia's bad fortunes beyond anyone's expectations. Brandenburg-Prussia would soon take center stage in Europe.

Starting Assets

Territories: 3/11

Tech Points: 5

Food: 250

Wood: 250

Stone: 250

Gold: 250

Iron: 100

Salt peter: 100

Primary Objectives

- Conquer Pomerania
- Earn a crown

CHAPTER 14: GERMANY—BRANDENBURG PRUSSIA

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Secondary Objectives

- Reclaim the territory of Konigsburg
- Convert ten Swedish units

Lose Conditions

- Frederick William dies
- Berlin is captured or destroyed

Scenario-Specific Units

Frederick William

Damage: 64

Hit points: 740

Line of sight: 5

Powers: High Morale, Fire
and Maneuver

Range: 1

Speed: 34

Walkthrough



Your primary goal is to reclaim the two Pomerania territories—East Pomerania and West Pomerania—from Sweden. Danzig, Berlin, and Hannover are under your control, and you have

several groups of units in each. Take some time to familiarize yourself with your territory. Don't begin consolidating your troops into a single location just yet, although you'll need to do this eventually.

Start, as usual, by generating more citizens and assigning them to resources. Set up trade routes between your markets to generate gold. You also want to garrison your temples with priests (all three territories begin with temples), and garrison the university at Berlin with citizens. Winning one of the three crowns is a primary goal in this scenario, so try to get it out of the way as quickly as possible. You can build universities in Hannover and Danzig and garrison those as well. With three universities and three temples generating tech points, you should have little trouble winning all three crowns.

CAUTION

Throughout this scenario, stay entirely clear of Polish and Holy Roman Empire territory. Both nations will turn hostile if you happen to move troops onto their land, and only a large tribute will regain the peace.

Produce a few priests at each of your temples, and set up outposts near your territories' borders with Sweden. Move four or five priests near each outpost. One of your secondary objectives is to convert ten Swedish units, and this will help toward that end: any unit that

happens to wander within range of your priests will be quickly converted.



If you manage to convert ten Swedish units, you'll have an advantage in the upcoming battles. When you complete this objective, all of your units get a small damage bonus. If you cannot convert ten in this manner, however, simply take some priests into battle when you invade Sweden. You'll easily meet the goal, because even citizens will count toward your tally.



Start bolstering your army. Your first invasion is optional, but it will give you a bit of a financial boost. Build a large group of infantry, some light and heavy mounted, and a large group of artillery.

Select a few citizens and move them to the river east of Danzig. Build a

bridge across the river into Konigsburg, and then send your entire military force across the bridge.

It's helpful to have a group of priests with you. Konigsburg is very well defended, and having the priests converting as many enemies as possible will not only help with the capturing of the city, it will replace your inevitable losses during the fight.

As soon as the city center is in view, begin capturing it with your infantry. Don't attack the buildings. Instead, just attack any troops that are produced. When Konigsburg is captured, you gain control of everything in the territory that remains standing, including the production buildings and any units that remain. You also receive a large amount of resources.



Return your entire army to Danzig, and replace any fallen units. East Pomerania is your first target. There is an outpost close to the border, so take that out first, then turn your attention to any hostile units. Move slowly into the territory, making sure your units don't get distracted by houses or non-vital buildings.

CHAPTER 14: GERMANY—BRANDENBURG PRUSSIA

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Level all the production buildings before capturing the city center. When the production facilities are gone, use your infantry to capture the territory. Send your other units to the bridge to attack any units moving in from West Pomerania. As your units capture the city center, bring a few citizens into the territory, or select any citizens your priests have converted in the vicinity.



As soon as you capture East Pomerania, build a dock and some coastal defenses to the northwest. Build a fortress near the dock as well, and some outposts. Sweden will be sending naval forces in to recapture the territory, and a good coastal defense will prevent the transport ships from landing.

Don't replace the troops you've lost just yet. Instead, build a moderate naval force. Build two or three of every ship class, then have them hunt down the Swedish ships in the water. If you sail to Sweden itself, located in the northwest, you can destroy its docks and secure the waterways.



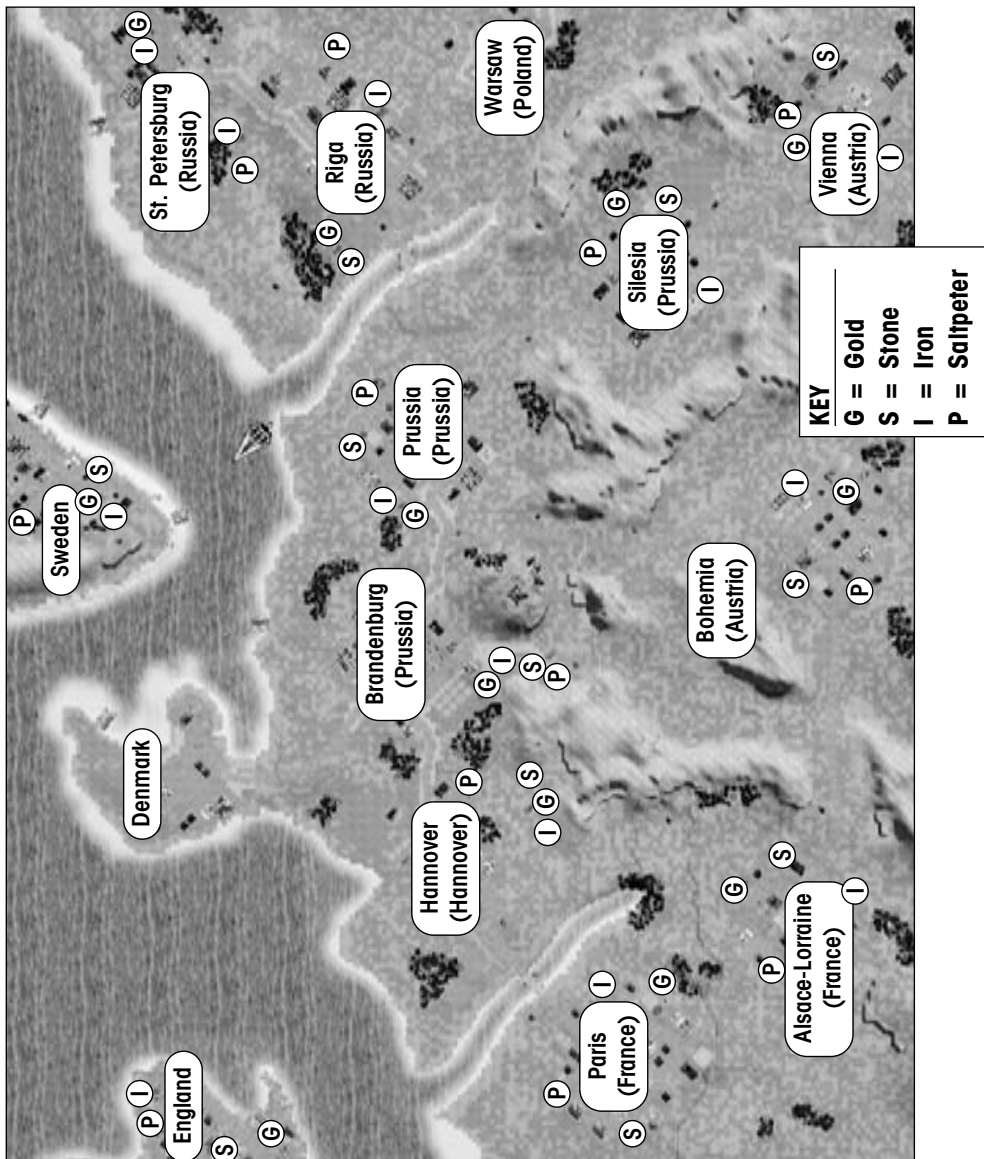
Having a naval force will also make the invasion of West Pomerania slightly easier. Sail to the northern border of West Pomerania and attack any outposts and fortresses in range. Sweden will move some of its ranged units up to the coast to attack your ships, which is a good time to move the rest of your army in to capture the city.

West Pomerania isn't as well defended as East Pomerania, but there is a fortress directly next to the city center. Destroy the fortress, then attack any production buildings. This will cripple Sweden's ability to retaliate while your infantry captures the city center.

When the rest of the city is leveled, begin capturing the city center. It will be an easy capture, but if you've lost a significant amount of infantry, build some more and send them in to help. Capturing the city center will give you control of the territory, and all of Pomerania.



Chapter 15: Germany— The Seven Years War



CHAPTER 15: GERMANY—THE SEVEN YEARS WAR

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

History

In 1755, hostilities broke out between England and France in North America. England had to commit valuable troops across the Atlantic. Eager to protect his vulnerable principality of Hannover, the king of England negotiated an alliance with Hannover's neighbor, Prussia. This event hastened the alliance of France and Austria, who now shared mutual enemies. Maria Theresa, ruler of Austria, was determined to recover the territories of Silesia, which Frederick had conquered. She plotted with France, Russia, and Sweden to dismember Prussia. Frederick II, also known as Frederick the Great, learned through his spies that there was an alliance building against him. In a bold move, he struck before his enemies were prepared to march on him. In 1756, Prussia invaded Austrian territory. Shortly after Frederick opened hostilities, war was declared on Prussia in the name of the Holy Roman Empire. By this time Austria had cemented its alliance with France, Russia, and Sweden. Frederick's army, while greatly outnumbered, was arguably the best-trained in Europe. He was able to count on this professionalism in the field, and his troops inflicted severe casualties on his enemies. While the war initially went well for Frederick, he soon found himself in an increasingly difficult situation. The combined forces of Austria, France, Russia, and Sweden were

taking their toll on his troops. Berlin was captured by enemy forces several times during the course of the war. Yet Frederick was able to reclaim the city each time. Nonetheless, his situation remained critical, especially after the British withdrew their financial support. Just when things were looking grim, Tsarina Elizabeth of Russia died in 1762. She was succeeded by Peter III, who was an ardent admirer of Frederick the Great. Peter withdrew Russia from the war, returned conquered land to Prussia, and even offered Frederick 20,000 troops. Seeing the writing on the wall, Sweden withdrew from the conflict shortly thereafter, leaving only Austria and France. But by 1763 France had reached a peace with England. With her country now alone, Maria Theresa had little alternative but to sue Prussia for peace.

Briefing

When Emperor Charles VI died, there was controversy over his successor. His eldest daughter Maria Theresa—Archduchess of Austria and Queen of Hungary and Bohemia—tried to claim the throne. Frederick the Great (son of Frederick William of Brandenburg) and ruler of Prussia, saw an opportunity. While Austria was without clear leadership and embroiled in internal affairs, Frederick seized the Austrian territory of Silesia. After failing to secure an alliance with France, who had been a long-time adversary of Austria,

Frederick signed an agreement with England and Hannover. Across the Atlantic, France was in a war with England over colonial territories and was incensed that Prussia would ally with its arch-rival. Determined to recover Silesia, Maria Theresa forged an alliance with Russia, Sweden, and now an eager France. Never before had so much of Europe been involved in such a conflict. Against such odds, Prussia seemed sure to perish...

Starting Assets

Territories: 3/14

Tech Points: 30

Food: 400

Wood: 500

Stone: 300

Gold: 400

Iron: 200

Salt peter: 200

Primary Objectives

- Force Austrian surrender
- Force Russian surrender
- Force Swedish surrender
- Force French surrender

Secondary Objectives

- Discover who strikes first
- Protect Hannover
- Defend Breslau

Lose Conditions

- Frederick the Great is killed
- Berlin is captured and held for more than 5 minutes
- Berlin is destroyed

Scenario-Specific Units

Frederick the Great

Damage: 57

Hit points: 760

Line of sight: 5

Powers: High Morale, Fire
and Maneuver

Range: 1

Speed: 34

Walkthrough



This mission is fairly quick. It will test your ability to multitask (or at least your ability to give orders while the game is paused). The major events occur in random order, which means you must have a large, mobile army prepared for anything, as well as several other small forces to hold off

CHAPTER 15: GERMANY—THE SEVEN YEARS WAR

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

the enemy while your primary force moves into position.

France, Sweden, Russia, and Austria are all planning assaults on Prussia. You must repel their assaults, and then force each country to surrender. The most direct way to make them surrender is to capture or destroy their capital city. But you won't have to do this with every country.

There is a great deal of work to do right at the outset. Get your harvesting in order, and be sure to put plenty of citizens on everything. Of special importance, though, are iron and salt-peter. You also want to garrison your temples and universities. And, most important, you want to produce two spies. You already have one near the university at Brandenburg. Move him up to the docks in the north.



Build a cargo ship at the docks. To find out who will attack first, you must send spies to sabotage the capitals of your enemies. You won't need to sabotage all four, most likely, unless you happen to pick the first attacker as the last city to sabotage. Still, it's not a bad idea to have spies in enemy territory.

Load a spy onto the cargo ship, then sail east. Drop the spy off in St. Petersburg, the eastern Russian territory. Quickly move the spy up to the city center and use Sabotage on it. If Russia is *not* the first attacker, load the spy back onto the cargo ship and sail to Sweden. Drop him off near the northern border of the map. You'll likely lose the cargo ship, but the spy will be safe. Sabotage Stockholm to find out if Sweden will commit the first act of aggression.

NOTE

AS YOU SEND YOUR SPIES AROUND TO SCOUT THE ENEMY, BE SURE YOU ARE BUILDING AS MANY TROOPS AS YOU CAN POSSIBLY AFFORD.



Your other two spies can reach their destinations by land. Vienna is in the southeast, and there are no enemy outposts between Silesia and Vienna, provided you move your spy quickly. Sabotage Vienna to learn if the Austrians will strike first.

Paris can also be reached by land, but you must clear the way first.

Luckily, England offers you an alliance, and accepting it grants you better access to France. Better yet, England will provide you with resources if you help protect Hannover from invasion. It's a good deal, and you should take it. The English will help prevent the French from invading your territory, and you get a steady stream of free resources as well. Send a small force of troops to Hannover.

Do not send your spy into Hannover city limits. He will be attacked, despite your alliance. Instead, he needs to move along the hills in the southeast of the territory. First, you need to clear the outpost on the border of Paris and Hannover. Use the troops you are sending to Hannover to do this. Now move the spy down this route and west to Paris. Sabotage the city center.

NOTE

SPYING ON THE CITY CENTERS IS OPTIONAL, BUT KNOWING WHO WILL ATTACK FIRST GIVES YOU A HUGE ADVANTAGE. NOT ONLY DO YOU KNOW WHO WILL STRIKE, BUT YOU ALSO LEARN WHEN THEY WILL STRIKE.

Once you know who will strike first, move all of your troops into position to stop them, and build as many defenses as the territory can sustain. You can build two fortresses on the border of Austria, but with Brandenburg and Prussia, you should have at least one fortress near the coast in either of these

territories. Having a fortress near the coast in both is even better. While you're at it, build some coastal defenses and start producing a small fleet of ships as well.



The first attack on your territory will be massive, but a moderate-sized force plus defenses should be able to hold them off. Be sure you continue to produce troops as the attack takes place. You should also keep a skeleton force in each territory in case a second invasion begins.

Russia



Russian troops will primarily enter your territory over the bridge between Prussia and Riga. Building two or three outposts near the bridge is crucial, and the pre-built fortress nearby will stop

CHAPTER 15: GERMANY—THE SEVEN YEARS WAR

anyone who gets past these outposts. If Russia is invading, keep your troops near the bridge but behind the defenses so they don't cross the bridge and get overwhelmed in enemy territory.

Once Russia begins its invasion, it won't let up until it surrenders. Luckily, in the case of Russia you don't need to conquer St. Petersburg. After the battle has gone on for a few months, Tsarina Elizabeth will die, and her successor, Peter III, will withdraw from the war.

Austria



Austria has two routes to enter your territories: from Vienna into Silesia, and from Bohemia into Brandenburg. It will use both routes, so make sure each is well defended with outposts.

The Bohemia/Brandenburg border is especially vital to protect, as this contains one of your saltpeter deposits. Make sure you have several outposts in this narrow valley. A pre-built fortress on a nearby hill will attack any enemies who get by the outposts, but it's best if they don't make it that far.

The major Austrian invasion will come from Vienna. When the Austrians begin moving in, you are given a

secondary objective: defend Breslau. As soon as the Austrians appear in Silesia, move the bulk of your army down to fight them. Defending Breslau is very important, not only to keep the territory, but because the reward for this secondary objective is great: the nearby fortress will be stocked with units, which you can ungarrison and add to your force, or leave inside to maximize its damage.



After you repel the Austrian invasion, immediately move into Vienna. Destroy the fortress near the city center, then capture the city center. The recent infantry arrivals will be very helpful in making this capture quick. Once Vienna is captured, Austria surrenders.

Sweden

Sweden is by far the most dangerous of your four opponents, but you can lessen the threat it poses by having a good fleet of war ships patrolling your northern coast, and by having plenty of coastal defenses in Prussia and Brandenburg. Sweden can only attack from the sea, and if you can prevent at least some of its transports from

reaching shore, you'll have a much easier time against its armies.



In addition to coastal defenses, have at least one fortress near the northern shore and several outposts. Once the Swedish troops do make it to shore, they will likely go after your defenses, while the Swedish war ships attack your dock. Try to prevent them from destroying it, or you will lose the ability to produce your own ships to keep Sweden's in check.



Sweden will attempt its largest invasion shortly after Russia surrenders. It's a massive attack, and as soon as you're notified that it's impending you should move all of your troops near the shore to attack any enemies who make it safely.

If you have some warships left before this attack, have them target the cargo ships as they approach. If you don't have ships left, stay back and wait until the troops get on shore, so your ranged units don't get sidetracked by attacking Sweden's ships. Concentrate on the land units, then use your artillery to attack any ships in range. When you repel this final attack, Sweden will surrender.

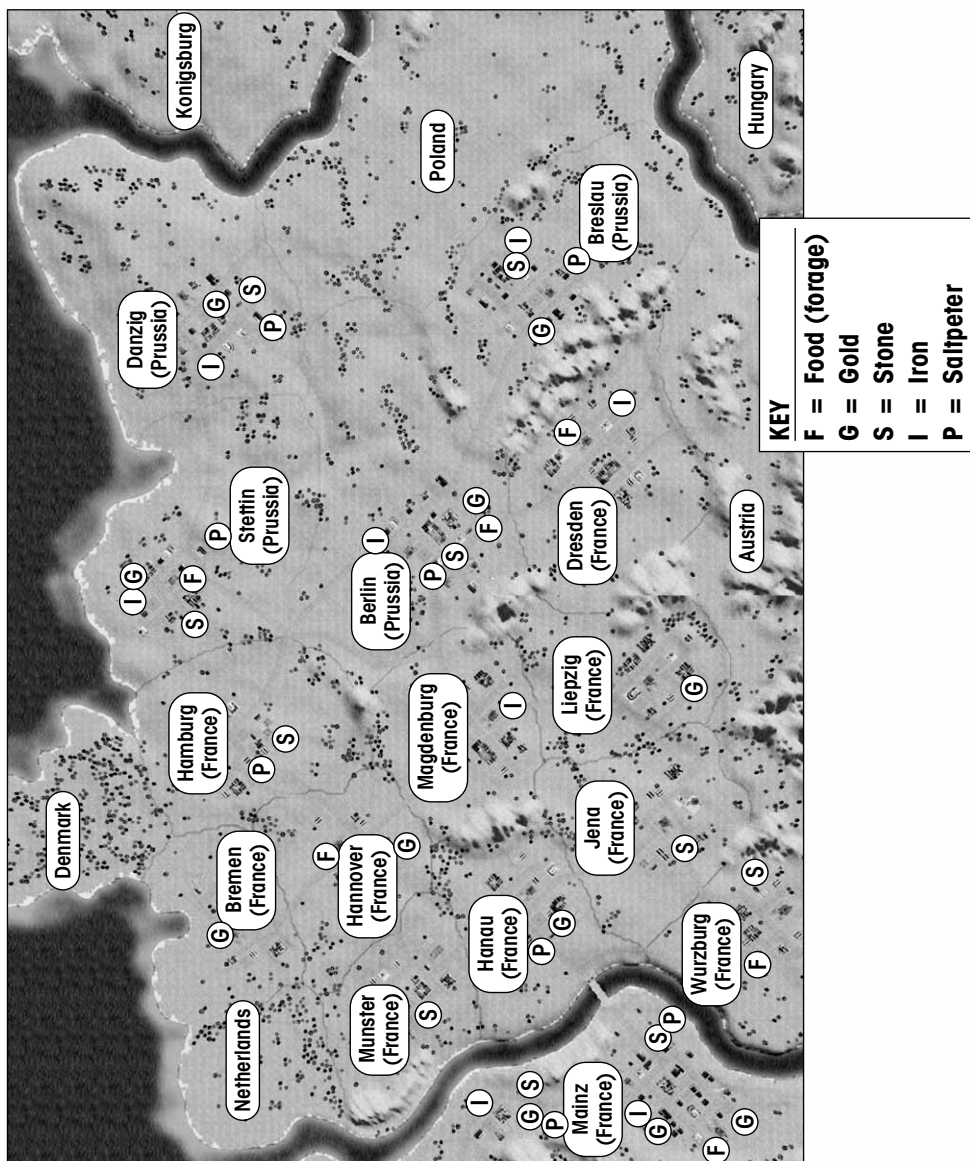
France



France's invasions will never be much of a threat. Your allies in Hannover will be very helpful in keeping the French at bay, though you should be sure to keep a small force there to help out. Because it poses less of a threat, it's best to leave France for last. There's no point in attacking them when the other nations' attacks are more pressing.

After Austria, Sweden, and Russia have all surrendered, move into Paris. Use the bridge from Hannover to enter the French territory, and immediately begin attacking the defenses. The fortress near the city center should go first, then any defending troops. Once the area is relatively clear, capture the city center to force France to surrender and put an end to the war.

Chapter 16: Germany— Resisting Napoleon



History

With visions of a French Empire, Napoleon had begun seizing European territories through a mix of politics and military force. Between 1792 and 1805, three coalitions of nations allied themselves to stop Napoleon, but they met with little success. Prussia had avoided joining the third coalition in hopes of gaining French-occupied Hannover in return for its neutrality. Napoleon delivered a devastating defeat to Austria in 1805, which left Prussia isolated in Central Europe with little to bargain with. Sensing an opportunity, Napoleon demanded and obtained some Prussian territories. In return, he offered Hannover to Prussia. But when Napoleon later turned around and offered Hannover to Great Britain in return for peace, the insult was too much for Prussia to endure. The country began mobilizing its militia in 1806. Napoleon's troops were on the move before Prussia could coordinate a sound strategy against them.

Napoleon's armies created feints along Prussia's western frontiers. The aging and disorganized Prussian commanders were unable to deploy Prussian troops effectively. In a series of one-sided battles, Napoleon was able to crush the opposition and secured Prussia's capitulation by 1807. The terms of the resulting treaty were incredibly harsh on Prussia, making their defeat even more humiliating. By 1810, Russia was about the only country on the continent that was in a position to stop Napoleon.

Napoleon's attempt to invade Russia and stop this threat ended in a devastating defeat, which greatly depleted French forces. But Napoleon returned to France and immediately went about mustering a new army. But the myth of French invincibility had been shattered, and many countries realized it was time to act. Having drastically reformed its administration and military over the past five years, Prussia joined with Russia in 1813, and began the liberation of German states. Improved tactics, training, and technology gave the Prussians the upper hand. With help from Russia, Austria, and England, they were able to push Napoleon's forces back into France, and ultimately force Napoleon's removal from power.

Briefing

Napoleon's meteoric rise in the early nineteenth century spelled disaster for his neighbors. With massive armies and exceptional tactics, Napoleon swept through Europe. By 1810, almost the entirety of Western Europe was under French rule. Welcomed by many as a liberator, people soon realized his puppet governments were no better than the ones he had usurped. French occupation bled countries of revenue and resources—all for the benefit of France. Resentment of France quickly turned into nationalistic fervor. The only countries in a position to oppose Napoleon were Russia and England. Napoleon undertook a preemptive invasion of Russia, but it ended in

CHAPTER 16: GERMANY—RESISTING NAPOLEON

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

debacle. With his Grand Army defeated, the myth of French military supremacy was shattered. Nations like Prussia marshaled their forces rapidly to strike the French while they were vulnerable. The French may have been down, but they were far from out...

Starting Assets

Territories: 4/21

Tech Points: 5

Food: 700

Wood: 700

Stone: 500

Gold: 700

Iron: 250

Saltpeter: 250

Primary Objectives

- Liberate six towns
- Destroy Napoleon's Grand Army by killing 150 of his troops

Secondary Objectives

- Build the Brandenburg Gate
- Hide from the Grand Army

Lose Conditions

- France captures a Prussian territory

Walkthrough

Napoleon's Grand Army is fleeing in defeat from its failure in Russia, and the path back to France leads directly through your territories. Despite its

defeat, the Grand Army is very powerful, and you cannot afford to have France turn hostile. If France sees that you are amassing military units, it will attack.



You must find a way to build a large army without the French troops spotting them. If French troops see ten of your military units, they will immediately turn hostile. Hiding your troops from the French can be difficult, because they'll move in at different points as they retreat. They'll also stop in your territories, making it difficult to move troops around.

The French won't see your troops if they are garrisoned. This is the best way to keep them out of sight, but to use this technique you'll need to build fortresses very close to your production buildings. Get your harvesting in order, and make sure plenty of stone and wood is being gathered. Build fortresses close to your barracks, stables, and workshops. It's best to build them immediately next to one of these buildings, then completely fill it with mounted, infantry, or artillery. Set the production buildings' rally

points on the fortresses, then begin producing troops.



The French will still likely see at least one or two of your units, but the majority will make it to the fortresses undetected. You can build eight fortresses with your current territories, and you should try to fill each of them completely.

As your troops are being produced, begin building more defenses on the border of France. Berlin and Stettin should be your priorities. Build walls across the length of these borders, and place as many towers on these walls as each territory will allow. When the walls are completed, build outposts behind them for support. As with the towers, build as many outposts as you can support and afford.



Eventually, France declares war on you regardless of whether or not it has seen your troops. Move your army to your defenses, and garrison your infantry in any fortresses in range of the invaders.

The French invasion will be overwhelming. It will seem impossible to destroy the entire army, but luckily you don't need to. You just need to kill 150 French troops, and the invasion will retreat. Your defenses will most likely be destroyed, so ungarrison your fortresses and attack the enemy as soon as they break through.

Continue building troops to engage the French until the attack subsides. After the French retreat, rebuild any necessary structures that were destroyed, replace your defenses, and reinforce your army. You need a huge force, so stay back until your population cap is almost maxed.

NOTE

BUILDING THE BRANDENBURG GATE WONDER IS A SECONDARY OBJECTIVE. THOUGH NOT REQUIRED, BUILDING IT WILL CAUSE YOU TO EARN A GREAT DEAL OF TECH POINTS WHILE FIGHTING THE GRAND ARMY, SO IT WILL BE LESS VITAL TO GARRISON PRIESTS AND CITIZENS TO GENERATE TECH POINTS.

CHAPTER 16: GERMANY—RESISTING NAPOLEON



Russian and England occasionally send forces of units into France to attack. Time your own invasion to coincide with these. These troops will engage the bulk of France's army, allowing you to take the needed territories without a large resistance.

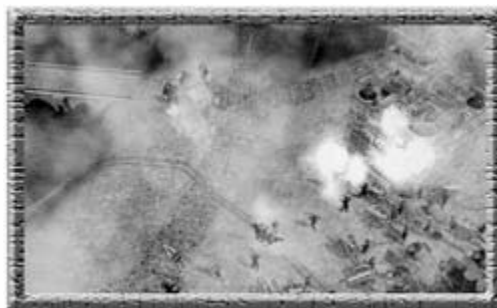
You need six French territories. Though none are very well defended, you will not be able to take them all in a single push. Use spies to locate the Grand Army, then attack a territory as far away from France's troops as possible. Ideally, wait until the French army is in the east, then start by attacking and conquering Dresden, to the west of Breslau.



As soon as you capture Dresden, produce some citizens and build a fortress and several outposts to defend it. Stay in the territory while you reinforce any troops you've lost. Once the defenses are built, move west into Leipzig.

Remember to use your spies to keep an eye on the Grand Army. If you see it approaching, move out. Don't worry about any of your captured territories being reclaimed, but try to move as quickly as possible so you can capture six without having to backtrack.

Take Leipzig, then build defenses and reinforce your troops.



As you move, build production buildings in the captured territories for faster reinforcement. Continually produce troops so that your force is always at maximum strength. Your next two targets are Jena and Wurzburg, giving you control of all four of the southern territories formerly controlled by the French.

When you build defenses in Jena, be sure to build a fortress near the bridge. Mainz, the territory across the river, will produce a steady stream of troops to attack you, so keeping them from making it across the bridge will save you trouble. When Jena and Wurzburg are secure, move your army north from Jena into Hanau.

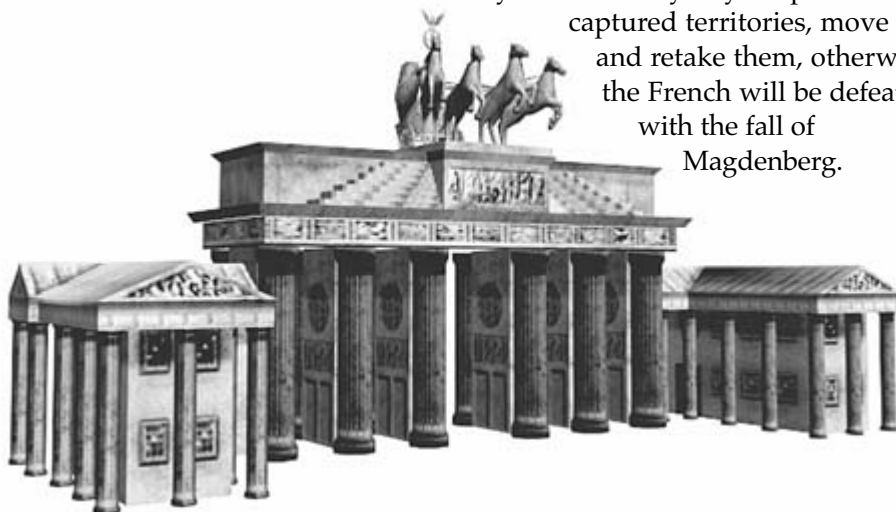
TIP

Unless you need the resource reward, it's better to destroy the French city centers than to capture them. Once the French city center is destroyed, send a group of citizens in to build your own city center and take control of the territory. It's much quicker to take the territories this way.

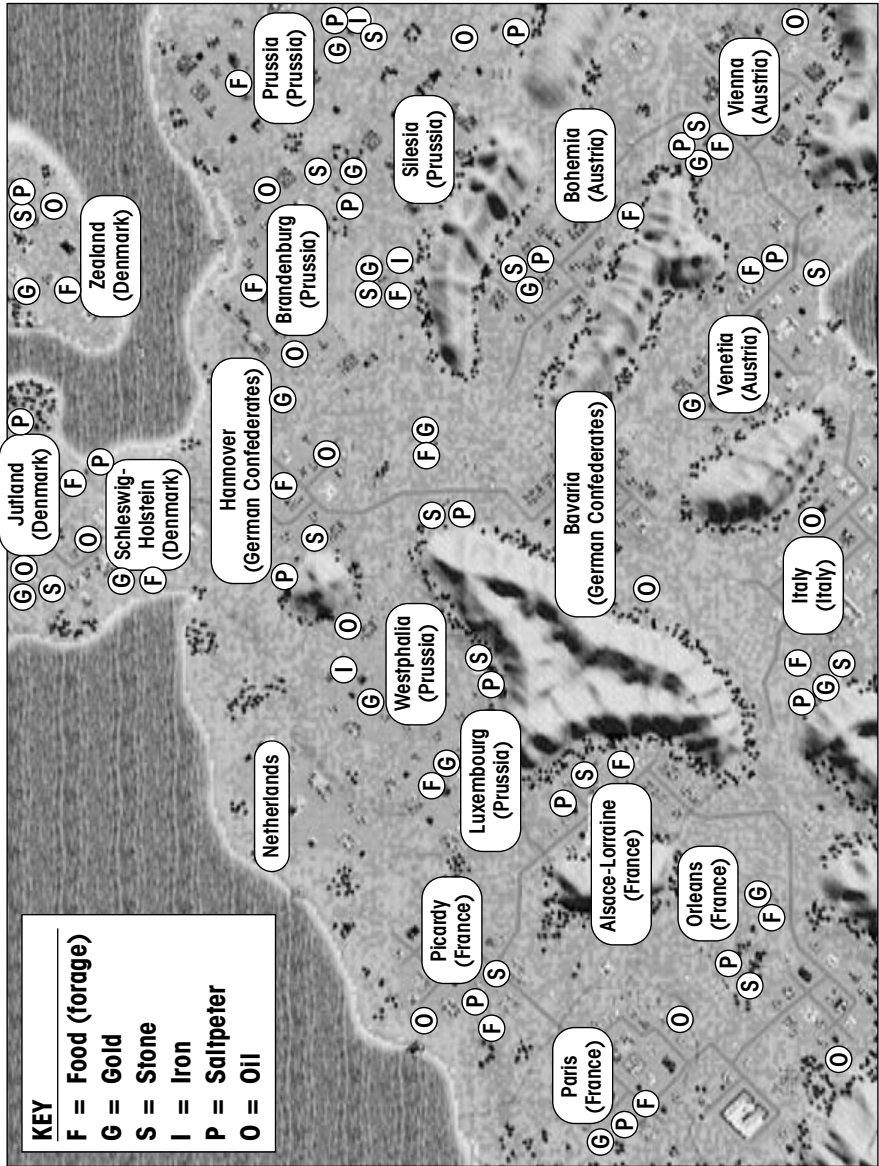


Capture Hanau. Another bridge leading to Mainz is nearby, so be sure to build defenses close to it. If the last few attacks have left you weak, be sure you reinforce your army. It becomes more difficult to avoid the French army as you capture more territories, so the last two should be taken as quickly as possible.

Move east from Hanau into Magdenberg. Quickly destroy the defenses and the city center. Move some citizens in to build a city center. If you've lost any of your previously captured territories, move back and retake them, otherwise the French will be defeated with the fall of Magdenberg.



Chapter 17: Germany— Blood and Iron



History

In 1862, Otto von Bismarck became the Prussian Prime Minister. He was determined to unite German states under Prussian leadership. He understood the need to use cold, calculated diplomacy in addition to military strength. He managed to enlarge the Prussian military despite the fierce opposition of many politicians. He dispatched Prussian forces in 1863 to assist Russia in quelling a Polish rebellion, which cemented Russia's neutrality in Prussian affairs. In 1864, when there was a question over the throne of the Schleswig-Holstein province of Denmark, Bismarck convinced Austria to aid in claiming the territory. The conflict was brief and Austria and Prussia ruled the region jointly. In order to fulfill his vision of Germany, Bismarck needed to remove Austria from dominance in German affairs. By 1866 he had assurances from France and Italy that they would not act against Prussia in a conflict with Austria. And in a contrived dispute over the management of Schleswig-Holstein, Bismarck created the pretense to make war on Austria. The Prussian victory was quick and decisive, and the terms of surrender were very lenient on Austria, while allowing Bismarck to maneuver Prussia into the dominant role in the affairs of the German people. Despite some consolidation, many German states remained separate and opposed to Prussian policy. Bismarck

needed to finish uniting with these states and keep France from preventing this. Franco-Prussian relations had never been amicable, and France saw a unified Germany as a threat to its primacy in Europe. In 1870, Bismarck saw an opportunity to make huge strides toward unification. The throne of Spain had been vacant for some time, and the Spanish were in search of a monarch to take the dubious responsibility of leading an unstable country. Leopold, a member of Prussian royalty was considered a candidate. Leopold was reluctant to accept, but Bismarck urged him for ulterior reasons. France was incensed at the possibility of Prussian leadership on two borders. They insisted that the candidacy be withdrawn. This interference was considered French arrogance by the German people, which helped solidify a sense of German nationalism. With some manipulative diplomacy, Bismarck provoked France into declaring war on Prussia. The German people immediately sided with Prussia. Bismarck's years of military preparations had come to fruition. Prussian military might, and the added manpower of a unified Germany overwhelmed French forces. By February of 1871, Louis Napoleon was captured and Paris had fallen. France was forced to capitulate, and in a ceremony at Versailles, the First German Empire was recognized. Bismarck's ultimate goal had been achieved.

CHAPTER 17: GERMANY—BLOOD AND IRON

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Briefing

In the years following the defeat of Napoleon, a confederation of German states was formed in an effort to restore order to Central Europe. This was a loose collection of kingdoms, countries, and city-states. They shared the same language as well as much culture and history. But as it had been for centuries, these states were unable to find any political or ideological unity. The rest of Europe was content to keep it this way. Austria and Prussia were the two largest nations in the Confederation. Upon being appointed prime minister of Prussia, Otto von Bismarck saw the opportunity to usurp Austria's domination in German affairs and unite the scattered German states under Prussian leadership. Many countries—and many Germans for that matter—did not want to see this happen. But through a series of strategic alliances, manipulative diplomatic successes, and calculated wars, Bismarck was able to orchestrate the creation of the German Empire, the most powerful European nation of its day.

Starting Assets

Territories: 5/19

Tech Points: 5

Food: 2400

Wood: 2400

Stone: 2300

Gold: 2500

Iron: 2000

Saltpeter: 2000

Primary Objectives

- Capture and hold Schleswig-Holstein
- Subdue Austria by destroying the city center at Vienna
- Unify Germany

Secondary Objectives

- Ally with Italy

Lose Conditions

- Otto von Bismarck is killed
- Brandenburg, Silesia, or Prussia is captured

Scenario-Specific Units

Otto von Bismarck

Damage: 46

Hit points: 800

Line of sight: 5

Powers: Lectures, Fast Tracking

Range: 1

Speed: 17

Walkthrough

There are five other nations surrounding your territories, and your territories themselves are divided by the German Confederates. Each nation begins in a neutral state, and you cannot negotiate treaties with any of them. It's possible to forge alliances, but willing nations will propose their terms when the time comes.





France and Austria have the largest military forces, with France being the strongest. Avoid French territory for the time being; crossing its borders will provoke it to declare war on you. Your troops are welcome to move through the German Confederates' territory, however, so set up trade routes and begin gathering resources and generating tech points. Every other nation is already at Epoch X, so you need to catch up as soon as possible. Research any technologies you can use, and try to get at least one crown before you advance, preferably the military crown.



You have some time before any of the nations change their attitude toward you. Spend this time setting up defenses. You need fortresses and

coastal defenses to the north, and fortresses near the German Confederates' border. Also be sure to build some outposts and a fortress near the small pass between Bohemia and Silesia.

If you're close to advancing, don't upgrade your troops. Otherwise, do so. Make sure you have a very large force of troops, including plenty of infantry and artillery. Once you have your force at or close to your population cap, move your entire army into Hannover.

If you wait too long to attack Denmark, both Austria and Denmark will turn hostile. If you attack Denmark before this point, Austria will declare war as soon as you attack Denmark.

NOTE

YOU DO HAVE THE BRANDENBURG GATE WONDER ALREADY BUILT, SO THE UPCOMING ATTACK ON DENMARK WILL EARN YOU A FAIR AMOUNT OF TECH POINTS THAT CAN BE USED TO ADVANCE. IF YOU'VE ALREADY ADVANCED, YOU CAN USE THESE TECH POINTS IN CONJUNCTION WITH THE SCIENTIFIC FREEDOM REGIONAL POWER TO QUICKLY RESEARCH TECHNOLOGIES AND EARN A CROWN AFTER YOU ADVANCE.

When your troops reach the northern border of Hannover, declare war on Denmark if they haven't become hostile already. Now move into Schleswig-Holstein. Attack the fortresses near the southern border and any hostile troops that meet you. The

CHAPTER 17: GERMANY—BLOOD AND IRON

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

initial push into Denmark should wipe out the majority of the Danish forces, and they won't put up much of a fight once you reach the city center. Capture Schleswig-Holstein when you reach the city center.



Produce some citizens and set up two fortresses on the northern border of the territory. Denmark's resistance is minimal from here on out, but these fortresses will prevent any attempts at invasion.

As your citizens build the defenses, move your entire force to the border of the German Confederates-controlled Bavaria. Austria will be invading quite soon, if it hasn't already.

TIP

As soon as you advance to Epoch X, build derricks on the oil in Brandenburg and Westphalia, and assign any idle citizens to operate them.

Austria is a more difficult opponent than Denmark. You must suppress them, and to do so you must reach the city center at Vienna, located in the southeastern corner of the map.

Reaching Vienna requires a large military, and they should all be upgraded to elite.



Don't invade Austria until you have a large force with a good balance of mounted, infantry, and artillery. The Austrians will likely engage you before you attack, so stay within range of your defenses to help repel the attacks without losing too many units.

March into Bavaria and head west into Bohemia. Keep your attacks focused on military production buildings and troops—do not spend any time attacking houses or non-military production buildings. The Austrians will try to flank you as you move toward the city center, so stay alert and don't let them sneak up on your artillery. Capture or destroy the city center in Bohemia. Taking this territory is not necessary, so destruction is the quicker option, but capturing it will allow you to quickly build some defenses nearby.

When Bohemia is secured, reinforce your army quickly. The Austrian army will be less intimidating now, but you will still face resistance as you move

into Vienna. Cross the border south into Vienna, and quickly take out the defenses and military buildings near the northern border. Ignore the citizens gathering nearby, and press quickly toward the city center.



As soon as the city center is in sight, attack it with your entire force. It will quickly fall, and Austria will surrender. As a peace offering, Austria will give you Venetia.

Italy will offer an alliance with you in exchange for Venetia. You don't need the territory, so it's worthwhile to accept the offer. You can set up trades with Italy, and it will help against any nation that turns hostile in the near future.

You must now bring the German Confederates under your rule. You have two options for doing this. The more peaceful route is to tribute the territory of Alsace-Lorraine to the German Confederates. Unfortunately, this terrain is currently under the control of the French, and moving into their territory will cause them to turn immediately hostile.



The other option is to capture both Hannover and Bavaria from the German Confederates. While this may seem like the better option, considering that France's army is much larger than the German Confederates', it's actually less wise. If you subjugate the Confederates through force, France will immediately declare war on you, and your battle-weary forces will have a tougher time against the French military.

Either route is possible, but choosing the peaceful approach with the German Confederates allows you to face France when your army is full and strong.



CHAPTER 17: GERMANY—BLOOD AND IRON

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

After Austria surrenders, return your troops to your territories. Put them within city limits so they will heal and repair while you get your military back up to the population cap.

Before attacking France, be sure you have plenty of troops queued up beyond your population cap. The French military is huge and won't be defeated easily. Build defenses on the French border if you haven't already and, when your military is at full strength, move them all to the western border of Luxembourg.



Don't move into the French territories to attack. Instead, move slightly across the border so that they'll turn hostile, then engage them within range of your defenses. Keep your artillery back behind your

infantry, and try to keep the French from breaking through and attacking them. Set the rally points for your production buildings at the Luxembourg border so that reinforcements will arrive as they are produced.

To defeat the French, you need to either capture Luxembourg, located in the southwestern corner of the map, or kill Louis Napoleon. If Napoleon joins the battle on your border, have all of your artillery concentrate their fire on him. If you can kill him, the French will immediately surrender. Otherwise, you'll need to fight your way through the French territories to Versailles.

When the French surrender, they will give you Alsace-Lorraine. Go into the diplomacy menu and tribute the territory to the German Confederates to unify Germany and complete the campaign.



Chapter 18: America— San Juan Hill





History

Although it is very hard to prove the United States' commitment to peace with respect to the Spanish-American War, it is very easy to prove its commitment to self-determination, or at least a free press. The plight of the Cubans under Spanish rule was an ever-growing issue for the U.S. government for the ten years leading up to the war. Spanish policy with respect to Cuba was harsh to say the least, especially toward Cuban rebels, but it was the American free press that embellished every report coming out of Havana and forced the situation into becoming a concern the United States must address. Although most politicians of the day wanted to avoid war, the spark that lit the fire was the sinking of the U.S. battleship *Maine* in Havana harbor. Whether accident or conspiracy, the United States resolved that the situation in Cuba was intolerable and intervention was needed. The American liberation of Cuba was characterized by colorful people like Teddy Roosevelt as well as by horrible truths of warfare like disease and inept officers. Although facing many adversities, the American forces managed to push the Spanish out of Cuba with relative ease. The scenario will concentrate on historical flavor rather than mission challenge. San Juan Hill and the defeat of the Spanish fleet in Manila Bay showed the rest of the world that the United States was now easily the match of any old world power. This fact would be both counted on and

overlooked by different European powers in the major conflagration looming on the horizon.

Briefing

Cuba, 1898. The Spanish attempts to solidify their hold on this rich island nation have resulted in several uprisings and horrific atrocities. The plight of the Cuban freedom fighters has not gone unnoticed by the nearby United States. Several newspapers have succeeded in inflaming public opinion against Spain with tales, both true and exaggerated, of Spanish cruelty. Forced to take a more active role in resolving the situation, or at least in protecting American interests on the island, President McKinley sent the battleship *Maine* to Havana. Unfortunately for its crew, the *Maine* would do little but serve as the spark for the Cuban powder keg. The American forces that were dispatched to force the Spanish out of Cuba were tasked with capturing the city of Santiago and preventing the Spanish fleet from escaping.

Starting Assets

Territories: 1 / 11

No resources

Primary Objectives

- Capture or destroy the fortifications on Kettle Hill
- Capture or destroy the fortifications on San Juan Hill
- Capture Santiago city center—or destroy it if necessary



Secondary Objectives

- Liberate El Caney
- Occupy hills above Santiago

Lose Conditions

- Teddy Roosevelt dies
- Troop strength drops to five or below

Scenario-Specific Units

Teddy Roosevelt

Damage: 48

Hit points: 3000

Line of sight: 5

Powers: Fire and Maneuver, Rally,
Discipline, High Fervor,
High Morale

Range: 5

Speed: 15

Walkthrough



In this scenario, you're given a static number of troops, which must be used to complete the objectives as they are presented. Additionally, there are

several secondary objectives. These secondary objectives are optional, but accomplishing them will make things much easier on you in the long run. Not that your tasks will be too difficult. While it's possible to get overwhelmed by the enemy, careful and strategic use of your troops will make things significantly easier.

Divide your men and artillery into control groups, then head out along the road heading west. Keep Roosevelt out of combat if possible. He's a hearty unit, but if he dies, the mission is over.

TIP

If at any point you find yourself being overwhelmed by the Spanish, be sure to use Roosevelt's special abilities. He has the Fire and Maneuver ability, which increases the movement speed of nearby friendly units by 50 percent, while simultaneously preventing nearby enemy units from moving for thirty seconds. He also has Rally, which heals all nearby friendly units.

You encounter Spanish resistance just outside your compound. Don't lose too many troops in these small skirmishes: there are several large battles coming up, and you want to keep your men intact for as long as possible. Once the Spanish forces are eliminated, begin moving north along the road.

CHAPTER 18: AMERICA—SAN JUAN HILL



You're alerted that if you remove the Spanish occupiers from El Caney to the northeast, the Cuban freedom fighters will assist you. El Caney is heavily defended, but liberating is a good idea. It's an optional objective, but completing it will give you some assistance against the Spanish and will also help you monitor their counterattacks from the northeast.



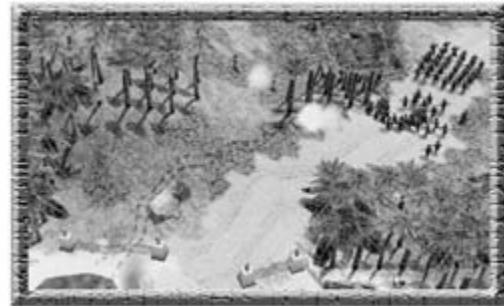
Continue north up the road to El Caney. You encounter more resistance on the road, but you should easily overwhelm them. Try to keep your field artillery and mortar units intact. They'll be very useful in the assault on El Caney.

Near the top of the map, the road begins to bend to the east. Nearby is a steep hill with a machine-gun nest on

top. Take out the nest and move your artillery and mortar onto the hill for an advantage as you fire down on the fortress guarding the road. As soon as your heavy guns start firing from the hill, move your riflemen and machine gunners in to finish off the fortress. When the fortress is destroyed, turn all your attention to the outpost, and then attack any nearby troops. When the village is clear of opposition, capture the city center.

NOTE

USE YOUR MEDICS TO HEAL SOLDIERS AFTER EVERY MAJOR BATTLE.



Reinforcements will arrive once El Caney is liberated. You'll receive reinforcements at timed intervals even if you don't finish the optional objectives, but completing these will add additional reinforcements to your ranks.

A group of Cuban freedom fighters will set forth from El Caney toward Kettle Hill. Let them go ahead of you. They will act both as scouts and as a diversion, as the Spanish troops will be occupied with fighting them, letting

your military sweep in and destroy. The first heavily-guarded point is the bridge. Most of the freedom fighters will likely fall here, but Kettle Hill is just beyond the bridge.

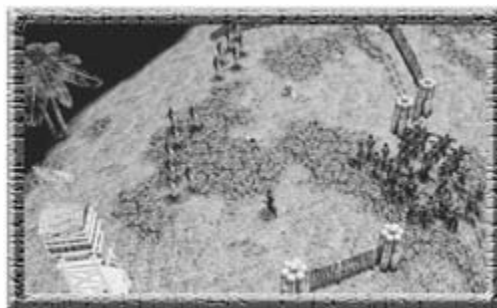


Taking the hill is treacherous because the Spanish forces have the elevation advantage. Send your ground troops onto the hill first to attack the occupying Spanish, then move your artillery in to finish off the defenses while you capture the fortress. Destroying the fortress is acceptable, but capturing it is the better option. Though you'll lose more soldiers in the process, having the fortress in your possession will make it much easier to defend against the impending Spanish counterattack.

After Kettle Hill is taken, more reinforcements arrive. Send all of these units to Kettle Hill, but keep a small number of units separate, including a field artillery gun or two. While your primary force defends the hill from the incoming Spanish counterattack, send this smaller force up toward the Cuban camp in the top left corner of the map.

NOTE

AMONG YOUR REINFORCEMENTS WILL BE A FEW ENGINEERS. THEY CAN BUILD BARBED WIRE AND REINFORCED CONCRETE WALLS TO PROTECT THE HILLS, BUT, MORE IMPORTANT, THEY CAN REPAIR THE FORTRESSES THAT YOU CAPTURE. CAPTURING THE CITY CENTER IN EL CANEY WILL GIVE YOU THE MATERIALS NEEDED TO BUILD THE WALLS AND WIRE.



The path to the Cuban camp is somewhat treacherous due to a heavily-occupied hill nearby. If your secondary force is large enough to eliminate these troops, do so. If not, rush by it. You simply need to enter the camp with at least five units to enlist the help of the Cubans stationed here, and doing so is another means of staving off the Spanish counterattacks. The Cubans will guard the road below, making sure few Spanish get by, or at least allowing you to see when they are moving in from that direction.

CHAPTER 18: AMERICA—SAN JUAN HILL

Once the freedom fighters have been enlisted, move your forces back to Kettle Hill.



Your next target is San Juan Hill, located to the south of Kettle Hill. Again, you are at a disadvantage because of elevation, but you have the advantage of the reinforcements that arrived after visiting the Cuban camp.

As with Kettle Hill, move your infantry in first, then have the artillery follow behind to take out the defenses. While this may seem like a bad strategy, your artillery is more valuable here and can be completely decimated as they attempt to climb the hill and reach a suitable firing position. Having the foot soldiers go first will distract the defenses and allow your artillery to reach the summit.

When the Spanish defenses are gone, capture the fortress. More reinforcements arrive, including a group of siege guns. Move all your forces to San Juan Hill and prepare for a quick, but easily dispatched, counterattack.

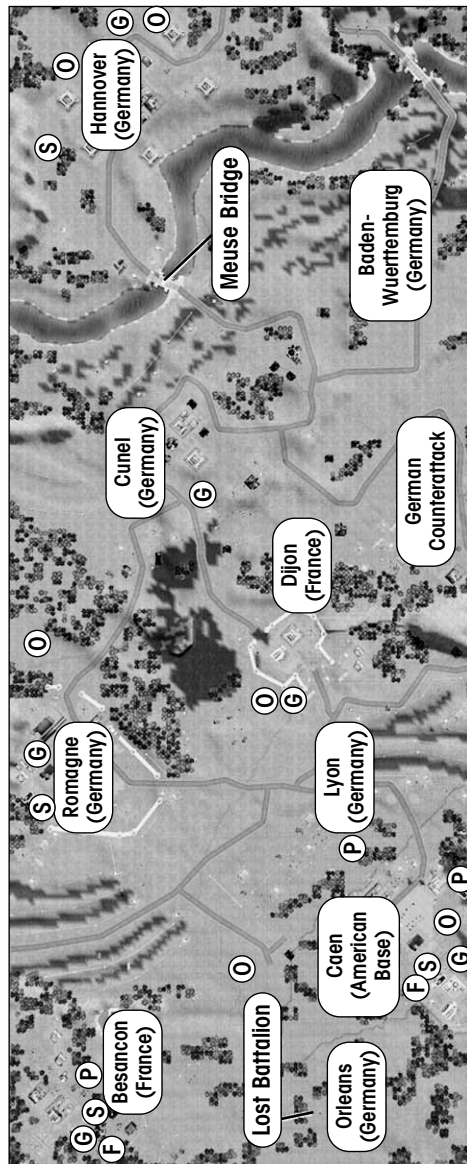


After the Spanish counterattack, prepare to move into Santiago itself. This time, you have the advantage of elevation, so move your artillery, mortars, and siege guns to the edge of the hill. Once the big weapons are in position, move your riflemen and machine gunners into the town itself.

Have the artillery and soldiers take out the defensive structures while the siege guns lay waste to the fortress. Once the Spanish forces are removed, begin capturing the city center. The Spanish may get reinforcements into the city before you're done, so be ready to deal with them. Once Santiago is under your control, the Spanish have been successfully removed.



Chapter 19: America— The Meuse-Argonne Offensive



KEY

F = Food (forage)

G = Gold

S = Stone

P = Saltpeter

O = Oil

CHAPTER 19: AMERICA—THE MEUSE-ARGONNE OFFENSIVE

History

The United States was now clearly a powerful player on the world stage, but it was hampered by a populace that was fiercely isolationist. When World War I broke out, President Wilson declared a strict policy of neutrality and was solidly supported by most of the nation. However, as the war dragged on, the brutality shown by both sides escalated. On the 31st of January, 1917, Germany announced a new submarine offensive that would target any ships found in British waters. Wilson responded by breaking off diplomatic relations with Germany. The publication of the Zimmerman Telegram, which suggested that Germany was willing to help Mexico regain territory in Texas and Arizona, intensified popular opinion against the Central Powers. On April 2, Wilson asked for a declaration of war against the government of Germany and Congress approved. Although France wanted American units to be folded into French armies, American commander Pershing insisted they remain autonomous. The Doughboys showed the true worth of the United States as a modern military combatant in the Meuse-Argonne offensive, which began on September 25, 1918. This was the greatest American battle of the First World War. In six weeks, the American Expeditionary Force (AEF) suffered 26,277 casualties and 95,786 wounded. It was a very complex operation involving a majority

of the AEF ground forces fighting through the rough, hilly terrain the German Army had spent four years fortifying. Its final objective was the capture of the railroad hub at Sedan, which would break the rail net supporting the German army in Flanders, forcing them from France and a withdrawal from occupied territories. This scenario will concentrate on the American advance and the critical first half of the offensive, which concentrated on breaching German defenses and crossing the Meuse River. The offensive actually ended only because the armistice was signed, November 11, 1918. Although the armistice finally yielded a peaceful end to the war, it also laid the groundwork for more hostilities in the future. Unfortunately, President Wilson found his country's isolationist spirit was still too strong to allow it to join the League of Nations, a body that would eventually fail to stop the bloodiest conflict of all history.

Briefing

Four long and miserable years have passed and the Western Front has remained a static killing field. The landscape of northern France and Belgium has become a hellish muck of blood and blasted earth. The combatants are exhausted and shell-shocked, unsure whether to pray for another day of life or a quick death. But recent changes have given new hope to both sides. On the Eastern Front, Russia has withdrawn from the war and Germany now



intends to put all of its might against the Allies in France. The French and British have a new source of strength, however, because the United States has finally entered the war in response to Germany's unrestricted submarine warfare. During the summer and fall of 1918, the issue will finally, mercifully, be decided one way or the other. The Americans' first major offensive would be in the Meuse-Argonne region of Belgium, where they aim to break through German lines, destroy the fortifications at Montfaucon, and eventually breach the Hindenburg Line itself.

Starting Assets

Territories: 1/14

Food: 1000

Wood: 1000

Stone: 1000

Gold: 1000

Saltpeter: 0

Oil: 1000

Primary Objectives

- Destroy five machine guns that the Germans have positioned in the forest surrounding your base
- Occupy Montfaucon by capturing or destroying the temple
- Capture the Romagne territory
- Capture the Cunel territory
- Proceed to the Khiemhilde-Stellung and destroy five pillboxes
- Capture the Meuse Bridge

Secondary Objectives

- Send a recon force to find the lost battalion
- You have five minutes to take control of both Romagne and Cunel
- Fend off the German counterattack in Dijon

Lose Conditions

- The base at Caen is destroyed

Scenario-Specific Units

77th Liberty Division Soldiers

Damage: 24

Hit points: 300

Line of sight: 5

Powers: None

Range: 7

Speed: 15

Walkthrough

You begin with the territory of Caen under your control, with a small base in the southwest corner of the map. You have a fairly large force of troops already built, including several field artillery and machine-gun tanks. Additionally, you have several citizens harvesting most of the major resources. However, you'll need to assign some citizens to wood and oil. There's wood just north of your base and there's oil

CHAPTER 19: AMERICA—THE MEUSE-ARGONNE OFFENSIVE

near the center. Build a derrick on the oil patch and produce some citizens to operate it.



As you get your operations in working order, you're notified that a patrol is lost somewhere in the forest surrounding Caen. Send a small force to investigate. The lost patrol, the 77th Liberty Division, is near the northern border of German-controlled Orleans, the territory just west of Caen. There are five soldiers in the Division, and once you locate them they're under your control.

NOTE

FINDING THE LOST PATROL IS OPTIONAL, BUT DOING SO WILL GIVE YOU FIVE STRONG UNITS. THE FIVE SOLDIERS OF THE 77TH DIVISION EACH HAVE MORE HIT POINTS AND HIGHER ATTACK RATINGS THAN STANDARD SOLDIERS.

Your first task is to destroy five machine-gun nests in Lyon, the territory east of Caen, where the Germans have a small but well-defended encampment near the border. Before

heading into Lyon, you'll need to produce a few AA half-tracks. The Germans have air units in the area, and without anti-air support, your troops will be defenseless against them.



Move your artillery and tanks down the road to the east, then move your soldiers in behind them. Take out the towers and the machine-gun nests nearby. You only need to take out five, but it will make moving from your base much easier if you get them all. Continue north along the road, taking out any German opposition you encounter. As you move, begin building reinforcements. Don't forget to build more artillery and tanks.



Your next objective is to take control of Montfaucon, the small German base to the east. Montfaucon itself isn't well defended, but the road leading in is occupied by a few defensive structures. Take these out before attempting to capture any of the buildings inside the base. When the road is clear, move in to the base. You can destroy the temple or capture it, but make sure you capture the fortress. A German counterattack arrives shortly after the territory is taken, and the fortress will provide needed support for your troops.

When Montfaucon is safely in your control, move your medics in to heal your troops and move your reinforcements into the area.



At this point, you should build a city center in Lyon. Also, build a university and garrison some citizens inside. Lyon doesn't have much in the way of resources, but you can supplement your wood gathering and build another barracks here. You can also build an airport and an additional university to hasten research.

Your next objective is to capture Romagne, a German-occupied territory north of Lyon. Approach the base slowly, taking out any defenses, then move your troops in to capture the city center. Send a small force of troops in to capture any remaining military production buildings, but remove the majority of your soldiers and begin approaching Cunel, located east of Montfaucon.

NOTE

AS YOU APPROACH ROMAGNE, YOU'RE GIVEN A TIME LIMIT TO CAPTURE BOTH IT AND CUNEL. YOU ONLY HAVE FIVE MINUTES TO DO BOTH, SO BE SURE YOU'RE CONTINUALLY PRODUCING REINFORCEMENT TROOPS SO YOU AREN'T CAUGHT UNDERMANNED FOR BOTH ASSAULTS.



To expedite your capture of Cunel, send an air force in ahead of your ground units. Use bombers to take out the defenses, then send your entire force in to clear the German forces. Immediately begin capturing the city center. If time is running short, destroy the city center, while simultaneously building your own nearby.

CHAPTER 19: AMERICA—THE MEUSE-ARGONNE OFFENSIVE

You should produce some citizens and begin harvesting the gold near the Cunel city center. Building up an air force is costly, and the added gold harvesting will enable you to build more planes. Having a strong air force will make your final objectives easier. Also build a barracks, factory, and manufacturing plant here. You'll want easy reinforcements after the upcoming assault.



With Cunel in your grasp, you are given two more objectives. The first is to breach the Khiemhilde-Stellung line. The second is to defend the French encampment in Dijon. This second task is optional but, if you choose to undertake it, more pressing. The Germans have the French severely outnumbered and you need to move quickly to aid them.

The German force attacking Dijon is large, but is lacking anti-air defenses. A group of bombers can quickly eliminate the siege guns, allowing a small troop of foot soldiers to take out the remaining forces. When you remove the German forces, France will respond by

giving you a large force of riflemen and machine gunners.

CAUTION

If you decide to aid the French base in Dijon, be sure you use bombers to take out the siege guns. Otherwise, they will decimate any troops that attempt to approach.



Return your troops to Cunel. Take some time to heal and reinforce your army. Move all of your troops to Cunel for the advance into Hindenburg.

Air power will be handy again, but the river is guarded by AA guns. As you approach, use your siege guns to take out the AA guns while your other forces concentrate their fire on the pillboxes. You need to destroy five of the pillboxes guarding the river in order to breach the line. Once the pillboxes are gone, you'll be given your next objective: capture the German command post on the far side of the Meuse Bridge. Move back and heal if necessary, then begin your assault on the bridge.

Use bombers to take out the German machine-gun nests and outposts on the east side of the bridge. When the path is secure, move in to clear out the ground troops. The Command Post is just across the bridge. Capture it to complete the objective.



As you capture the Command Post, move your other troops into position around it. Once it is captured, you'll have to defend it for several minutes. German forces will approach from the east, growing stronger and more numerous as time passes.

Continually have reinforcements moving in, and set your troops to the Hold Position stance. If they approach the town, the fortresses guarding the road will attack, making it that much more difficult to fend off the advance.

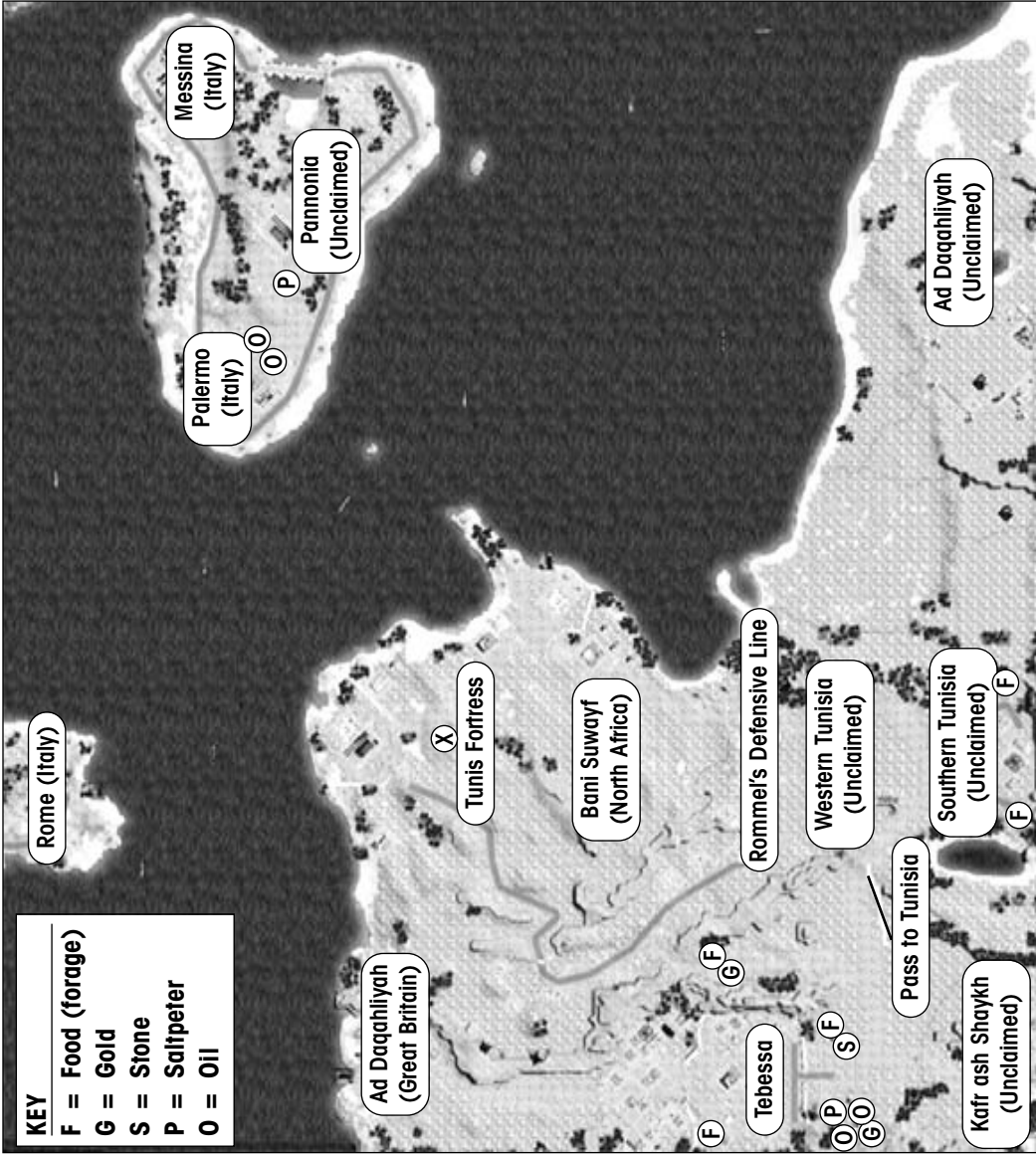
Keep your artillery on the hill to the south of the road for an elevation advantage, and keep your soldiers near the bridge. This will keep casualties to a minimum, but allow your soldiers to prevent the Germans from retaking the Command Post. After you repel the German counterattack, the scenario ends.

TIP

You can use bombers to take out the fortresses near the road, making it easier to defend the bridge.



Chapter 20: America— WWII: North Africa and Sicily



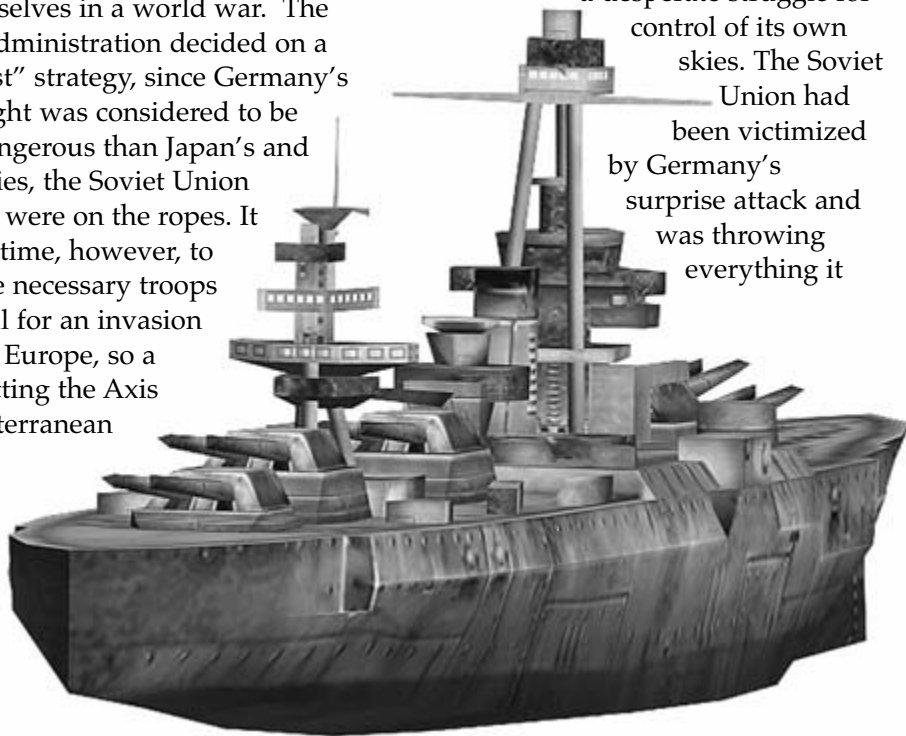
History

Although the First World War had been called the war to end all wars, some people suspected another confrontation would be inevitable. More and more people awoke to this possibility as the forces of fascism rose to power in Germany and Italy. This gathering storm of danger did little to arouse the United States' interest in foreign affairs. Most people were dealing with the Depression, and the politics of Europe was far from their minds. On December 7, 1941, all of that changed with the Japanese surprise attack on Pearl Harbor. Germany soon declared war on the United States in a vain attempt to get Japan to attack the Soviet Union, and the American people once again found themselves in a world war. The Roosevelt administration decided on a "Europe first" strategy, since Germany's military might was considered to be far more dangerous than Japan's and two U.S. allies, the Soviet Union and Britain, were on the ropes. It would take time, however, to build up the necessary troops and material for an invasion of occupied Europe, so a policy of hitting the Axis in the Mediterranean

in the hopes of knocking Italy out of the war was adopted. In November of 1942, British and American forces landed in Morocco and began to head east to secure Tunisia and block Rommel's retreat from Montgomery's advancing Eighth Army.

Briefing

Europe has become a battlefield once again, but this time Germany has exceeded even its own expectations. Using a new type of warfare called blitzkrieg, the German army has swept through most of Europe. France, still exhausted and recuperating from the First World War, could offer little resistance. England was knocked back across the channel and was fighting a desperate struggle for control of its own skies. The Soviet Union had been victimized by Germany's surprise attack and was throwing everything it



CHAPTER 20: AMERICA—WWII: NORTH AFRICA AND SICILY

could into the defense of major cities like Leningrad, Stalingrad, Kiev, and even Moscow. When the United States eventually was dragged into the conflict by Japan's surprise attack on Pearl Harbor, its military was unprepared to fight a world war. Instead of trying to immediately liberate France and march into Berlin, it was decided that the Americans and British should work together to knock out Germany's strongest ally, Italy, by attacking through the Mediterranean. The first step would be to seize bases in Tunis, drive German and Italian forces out of North Africa, and from there invade the strategically vital island of Sicily.

Starting Assets

Territories: 0/18

Tech points: 0

Food: 0

Wood: 0

Stone: 0

Gold: 0

Saltpeter: 0

Oil: 0

Primary Objectives

- Capture Tebessa
- Capture or destroy the fortress at Tunis
- Capture Messina

Secondary Objectives

- Find a way into Tunisia
- Breach Rommel's defensive line within 15 minutes
- Capture or destroy Palermo

Lose Conditions

- Tebessa city center is destroyed or captured

Walkthrough



This mission starts with no resources and no territories under your control. You do have a fairly sizable force of military units, stationed in Ad Daqahliyah, a British-controlled territory in the northwest corner of the map. Your force consists of assault tanks, a tank destroyer, AA half-tracks, field artillery, riflemen, machine gunners, mortars, and medics.

Your first priority is to capture Tebessa, located directly to the south. Before you have a chance to advance, the Germans will attack with a small force of units. These are easily



dispatched, for the most part, but the bombers may give you trouble. The territory is equipped with AA guns, but it's a good idea to move your AA half-tracks to the southern border to help deal with the bombers before they do too much damage to your troops.

After the attack, heal up, then proceed south to Tebessa.

CAUTION

You must travel through a sandstorm to reach Tebessa, and your units' visibility will be seriously impaired as they approach.



You encounter light German resistance on the way to Tebessa, and even heavier resistance when you reach the border. The Germans have several machine-gun nests and outposts set up outside the gate to the city. Destroy the defenses. When the path is clear, use your tanks and mortars to destroy the gate leading into Tebessa.

Tebessa itself has a few tanks inside, as well as several AA half-tracks. Eliminate all the German forces inside the walls, then use your foot soldiers to

capture the city center. When the city center is captured, you gain control of all the unit-production facilities in the territory. You also receive a significant amount of each resource, as well as twenty citizens.



After gaining control of Tebessa, move your military to the southeast of the territory to protect against incoming Germans. Before you begin gathering resources, have your citizens build city centers in Suhaj, to the south, and Al Bahr al Ahmar, to the north. This will raise your population cap enough to begin producing more units and citizens. Use some resources to build defenses outside Tebessa, then begin harvesting the resources located just outside the city walls to the south.

TIP

Build an airport as soon as you can, and begin producing bombers, as well as a few fighters. Air superiority will be very helpful in this scenario.

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You receive a message that if you can breach Rommel's defenses within 15 minutes, the raids on Tebessa will stop. First, however, you must find a route to Tunis, which is located to the northeast of Tebessa. You cannot head straight into the territory; a mountain range prevents direct access. Instead, you must head southeast. There's a pass in the mountains on the border of Suhaj and Western Tunisia. Follow this pass into Western Tunisia and head north when you can. This valley leads to the fortress at Tunis.

NOTE

AS YOU ADVANCE YOU RECEIVE A STEADY STREAM OF REINFORCEMENTS, WHICH ARRIVE IN AD DAQAHLIYAH. CONTINUALLY MOVE THESE UNITS UP TO MEET WITH YOUR MAIN FORCE AS THEY ARRIVE.

Head north toward Tunisia. British reconnaissance planes will have revealed the German defensive line, which is located just to the south of Tunis. Send your tanks in first to begin the assault on the defenses, then move your foot troops in behind. When the

defenses are destroyed, the raids on Tebessa will stop. Additionally, the British will grant you a small group of units—assault tanks and mortars. Move these units up to join your main force in Western Tunisia.

TIP

After breaking through Rommel's defenses, you should take control of one of the remaining unclaimed territories in order to raise your population cap.



Advance on Tunis, taking out the AA guns outside the city. Send some bombers to attack the defenses near Tunis. There are several AA guns in the territory, but if your bombers focus on the southern portion of the territory they will take less damage. Have your bombers target the outposts and, most important, the German Jagdpanthers—these will do a great deal of damage to your tanks, so they are a high priority target.

When the Germans units are eliminated, begin assaulting the fortress. Destroying it will cause you to incur

fewer casualties, and capturing it isn't strategically necessary. Once Tunis falls, the German presence will be almost entirely eliminated. When the fortress is destroyed, eliminate any remaining German defenses. It's especially important you remove any remaining coastal defenses and AA guns in the northern section of the territory.



The destruction of the fortress at Tunis will give you control of docks and shore batteries to the south. You may need to raise your population cap again. If so, take control of one or two of the remaining unclaimed territories.

Use the docks in Northern Tunisia to build a few merchant marine ships and battleship escorts. The next target is Palermo. It's an optional objective, but taking control of Palermo will make the assault on Messina significantly easier. Palermo's defenses will destroy your incoming ships if they aren't eliminated.

Continue producing more tanks, artillery, and soldiers to replace the forces you lost in the assault on Tunis. Set your rally points near the docks for quick loading. You aren't sending the ships out yet, but you want to have quick access to them when you do.



Before sending the bulk of your forces to Palermo, use your bombers to take out any defenses within range of the water. This includes anti-air guns, so you may lose a bomber or two in the process. But, obviously, it's better to sacrifice a bomber than to have a shore battery sink a fully-loaded merchant marine.

Target the air defenses first, then begin targeting the shore batteries, pillboxes, and machine-gun nests. If you successfully destroy the anti-air weapons, you should have no trouble completely eliminating Palermo's other defenses before your ground troops set foot on the beach.

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Load your troops into the merchant marine ships, then set sail for Palermo. When you hit the beach, use your tanks to attack any remaining Italian forces, while a small group of ground forces captures the city center.

TIP

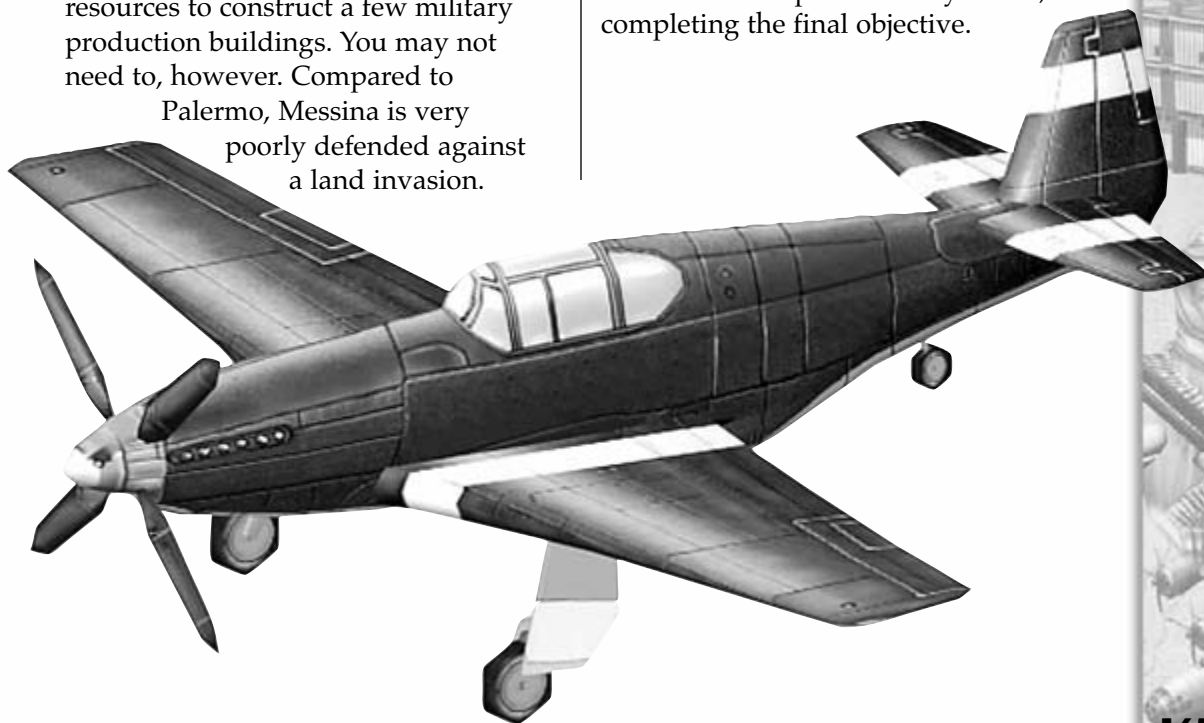
If you can win the military crown before the assault on Palermo, select **Amphibious Warfare Doctrine** as your reward. This grants transport ships extra hit points, giving them a better chance to cross the sea intact.

If you need reinforcements at this point, you can produce some citizens in Palermo and use your captured resources to construct a few military production buildings. You may not need to, however. Compared to

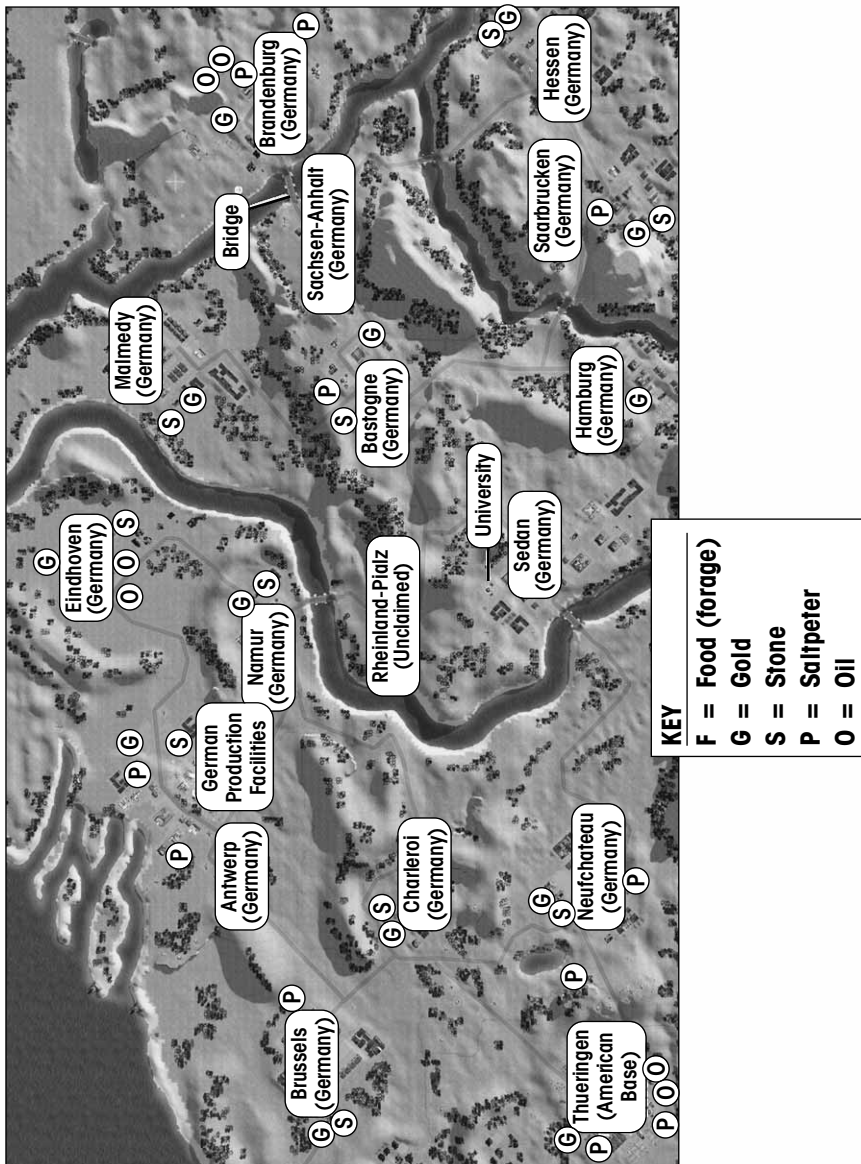
Palermo, Messina is very poorly defended against a land invasion.



Use your bombers as the first line of attack on Messina. Attack the AA guns first, then take down the concrete towers guarding the city center. You can ignore the shore batteries. Instead, order your tanks to assist your bombers with the concrete towers. When the towers are down, move a group of soldiers in to capture the city center, completing the final objective.



Chapter 21: America — WWII: The Liberation of France



CHAPTER 21: AMERICA—WWII: THE LIBERATION OF FRANCE

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

History

After ensuring Italy would no longer support Germany in the war, the Allies began to plan for the liberation of France. The plan called for a massive cross-channel invasion of Normandy and would employ paratroopers, naval bombardment, carpet bombing, air strikes, and a supreme logistical effort. On June 6th, 1944, the invasion successfully began. Although the paratroopers missed most of their drop zones and some of the beach fortifications were still intact, the Allies managed to push inland and secure a stable beachhead. Over the next couple of months, the British, American, and Free French forces fought against a ferocious and determined enemy in the tangled hedgerows of northern France. When they finally were able to break free to open ground, the German forces could do little to stop them. Sensing the possibility for a quick victory, Eisenhower ordered all units to press toward Germany. Although this succeeded in keeping the beleaguered German units off-balance and in retreat, it also spread the Allies' supply line dangerously thin and was rapidly exhausting the soldiers. By the time British and American units were approaching the Rhine, the Germans had built up a reserve force in the hope of cutting through the Allies' weakened offensive and seizing critical supplies. In mid-December, the last great offensive of the Wehrmacht was launched.

Briefing

In the late summer of 1944, British, American, and Free French troops were pushing the Germans out of France with great success. The fear of being pinned on the beaches and the horror of the death traps in the hedgerows were behind the Allies now. In front of them was an enemy in full retreat and the growing feeling that the war would be over by Christmas. As summer gave way to fall, the Allied advance began to slow down due to longer supply lines and tougher terrain, but the offensives still pressed forward. Most believed the German army was finished; no one foresaw just how much fight was left in them. The priority of the Allies was to quickly seize as much territory from the Germans as possible before they could entrench and then to force a bridgehead across the Rhine and carry the fight into Germany itself.

Starting Assets

Territories: 1 / 20

Tech points: 0

Food: 2000

Wood: 2000

Stone: 1000

Gold: 1000

Saltpeter: 0

Oil: 1500



Primary Objectives

- Capture the territory of Charleroi
- Capture the territory of Bastogne
- Capture the territory of Sedan
- Capture the territory of Malmedy
- Secure and hold a bridge across the Rhine for 10 minutes

Secondary Objectives

- Liberate other cities for units and resources
- Capture the Sedan university
- Capture or destroy the five production facilities at Antwerp

Lose Conditions

- Own no territories for more than two minutes

Walkthrough



To accomplish all the goals in this scenario, you need to scour the majority of the map and capture almost every territory. This isn't necessary, but by doing so you will almost completely eliminate the German presence and,

obviously, this will make the latter goals much easier to accomplish.

You begin with a good-size force near your starting base. You'll need to immediately supplement this force with AA half-tracks, but otherwise it's pretty much ready to roll. Assign your control groups, build your half-tracks, and begin getting your harvesting operations in order. You'll need a great deal of gold, stone, and wood, so make sure those resources have plenty of citizens assigned to them.

NOTE

IF YOU CHECK YOUR RESEARCH OPTIONS, YOU'LL NOTICE SEVERAL TECHNOLOGIES AREN'T AVAILABLE, EVEN THOUGH YOU HAVE THE NECESSARY PREREQUISITES. THESE WON'T BE AVAILABLE UNTIL LATER IN THE SCENARIO.



Your first target is the territory of Charleroi, which is located to the northeast of your base. As you move your force into Charleroi, continue producing reinforcements. The Germans have an overwhelming advantage at the outset because they

CHAPTER 21: AMERICA—WWII: THE LIBERATION OF FRANCE

have almost the entire map under their control and dozens of production facilities at their disposal. Try to tip the scales in your favor as quickly as possible.

The first step in doing this is taking Charleroi. Move all your troops in, take out the defenses, then capture the city center. With the resources you gain from the capture, build an airport at your base and begin producing an air force.

TIP

Keep a small group of forces in reserve for defending your territories. The Germans will attempt to take back any territories you capture, and your main force will often be too far away to be of any use. Remember to use the American Rapid Deployment power to quickly move units from a fortress to any point within your line of sight.



After Charleroi is liberated, you receive three more primary targets: Bastogne, Sedan, and Malmedy. Before tackling these targets, however, it's a good idea to secure a few more territories in the immediate vicinity.

Neufchateau, to the south of Charleroi, and Brussels, to the northwest, are both good starting points. From Brussels you can expand east into Antwerp, where a beneficial secondary objective can be completed.

Every territory you capture will award a small force of soldiers. You can also capture the German production facilities, of which there are many, to save yourself resources and expedite production as you advance on the German territories. Check your base periodically to find these additional units.

NOTE



THERE ARE FIVE PRODUCTION FACILITIES BEHIND A GATED WALL IN THE CENTER OF ANTWERP. IF YOU CAN CAPTURE ALL FIVE OF THESE, YOU'LL BE REWARDED WITH A SMALL FORCE OF TIGER TANKS, NORMALLY A GERMAN-ONLY SPECIAL UNIT.





Once you have most of the eastern territories under your control, move your main fighting force into Neufchateau. From here, it's easy to cut northeast through the three remaining target territories.

First take Sedan. Deploy your air units to recon and take out any defensive structures. As your bombers attack, move your troops from Neufchateau into Sedan. Capture anything and everything you can. Take the fortress first, then the city center, and then any production buildings. Your forces will automatically try to destroy any enemy buildings. To prevent this, have one or two units start capturing any buildings you want, then move the bulk of your capturing units to each as they finishing taking the primary targets.

Be very careful not to destroy the university. You need to capture it to unlock the remaining research technologies. Capture the university first, then capture the city center. Begin researching the new technologies immediately.



Bastogne is your next primary target, so you have the choice of taking it now, or marching into Hamburg and capturing it. Hamburg is located to the southeast of Sedan, while Bastogne is to the north.

In any event, you need to take both if you want to complete all the objectives. Hamburg is somewhat more difficult to take than Bastogne because of the tall mountains blocking access to the city center from the north, but it will need to be taken at some point.



For now, concentrate on Bastogne. As with Sedan, use bombers to recon and clear out defenses, then move your ground forces in when the city is relatively safe.

CHAPTER 21: AMERICA—WWII: THE LIBERATION OF FRANCE



If necessary, reinforce your army after taking Bastogne. Malmedy is just across the border to the north. Bomb the territory's defenses, then move in and capture the city center and any production facilities you want. When Malmedy is captured, you'll be given your final objective: control one of the bridges on the Rhine for 10 minutes.

Before taking the bridge, however, finish taking the German-controlled territories on the east side of the river. Namur and Bayern are west of Malmedy, and if Hamburg is still under German control you'll need to take that too. Capturing these territories will give you more than sufficient units to complete the defense of the Rhine.

NOTE

YOU MUST TAKE ALL OF THE GERMAN-CONTROLLED TERRITORIES EAST OF THE RHINE TO COMPLETE ONE OF THE SECONDARY OBJECTIVES. THOUGH THIS ISN'T NECESSARY, IT WILL PREVENT THE GERMANS FROM ATTACKING YOUR TERRITORIES WHILE YOU DEFEND THE BRIDGE.



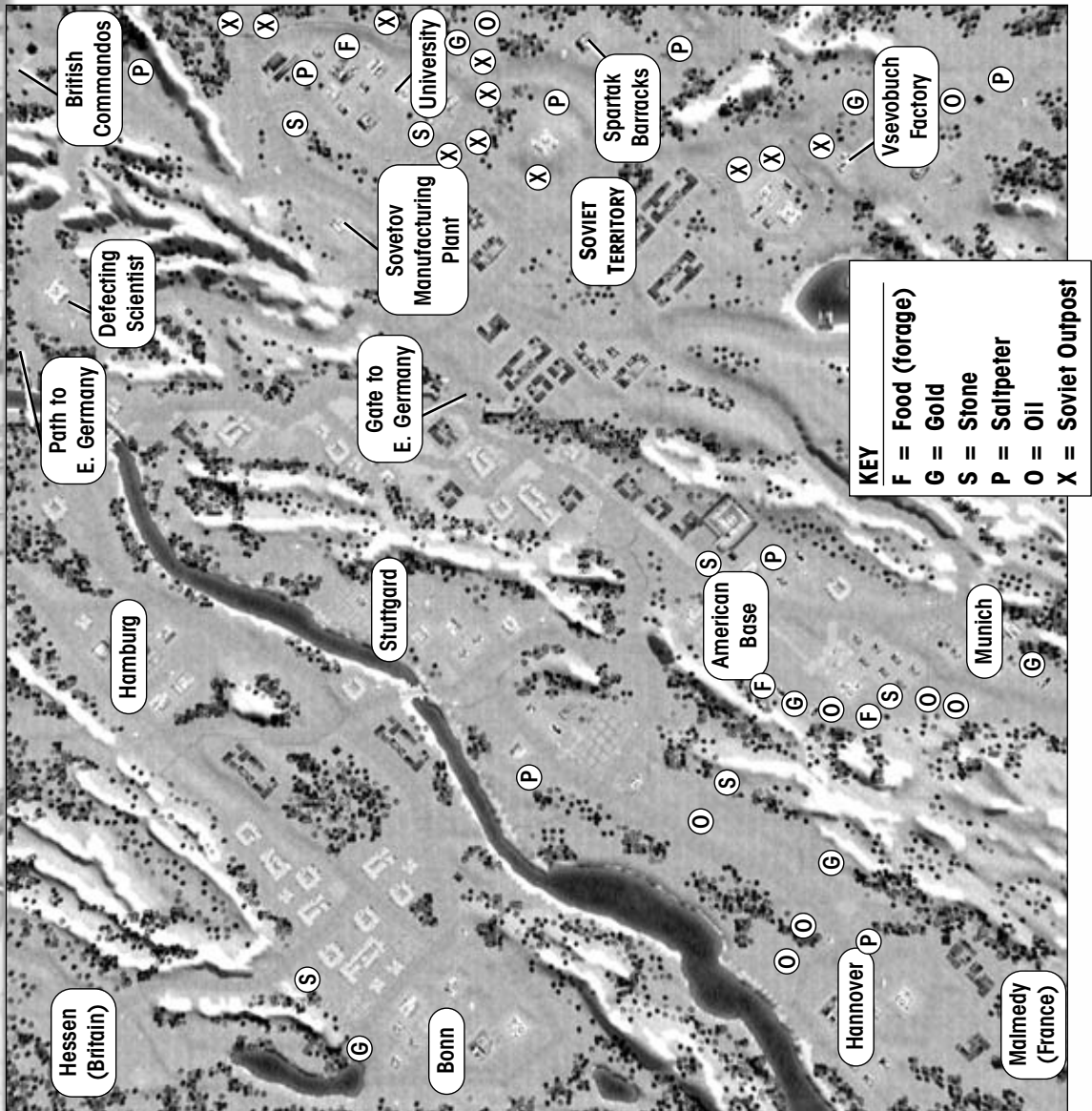
After the Germans have been eliminated from the east side of the river, move your forces to the bridge near Malmedy. Destroy the German defenses close to the bridge on both sides of the river. Bombers will help, but your artillery and tanks will make short work of the German outposts.

Move a small group of citizens near the bridge, and build at least one outpost and one AA gun on either side of the river. Once your defenses are in place, the Germans will begin attacking. Move your forces across the bridge and fend off the attacks. Use bombers to take out any artillery causing you trouble, or simply carpet bomb the German troops and soften them up for your ground forces.

When you've held the bridge for 10 minutes, France has been successfully liberated from the German occupation.



Chapter 22: America— The Cold War: A Germany Divided



CHAPTER 22: AMERICA—THE COLD WAR: A GERMANY DIVIDED

History

After WWII came a new kind of war, the Cold War. It was as global as a world war, but not nearly as costly. In fact, the Cold War was fought primarily to stave off the threat of a nuclear exchange between the superpowers by maintaining a careful balance of power. The United States attempted to keep as many nations as it could in the free market system and aligned with the principles of national self-determination. Meanwhile, the Soviet Union was attempting to spread its ideology of communism and a state-controlled economy to as many countries as possible. In the 1950s and 1960s, paranoia on both sides contributed to barely concealed hostilities in the Far East and one naked threat in Cuba. During these years the world held its breath several times as spies sold secrets, pilots violated air zones, and subs played a dangerous game of cat and mouse deep under the surface of the oceans. The Cold War had no fronts, but every place on the planet was a potential battlefield.

Briefing

At the end of WWII the Allies could not universally agree on how to manage the post-war world. In order to avoid a direct confrontation, Britain, the United States, and the Soviet Union agreed to a compromise. The world would be divided into spheres of influence where one major power would have an implicit authority that the other major

powers would respect. However, certain guidelines for international and domestic affairs set up by the new United Nations would have to be respected as well. The tension created where these spheres intersected put the world in a state of Cold War. Limited engagements were fought in an effort to pre-empt a global confrontation. Many of these engagements were kept secret, for fear of igniting a nuclear war. One area of huge tension was the border between democratic West Germany and communist East Germany.

Starting Assets

Territories: 2/21

Tech points: 0

Food: 500

Wood: 500

Stone: 500

Gold: 500

Saltpeter: 500

Oil: 1000

Primary Objectives

- Defeat Soviet Strike Force
- Protect your alliance with West Germany
- Gather intel at the Spartak barracks
- Gather intel at the Vsevoluch factory
- Gather intel at the Krylya Sovetov manufacturing plant
- Gather intel at the Soviet university



Secondary Objectives

- Perform spy missions on key Soviet structures
- Keep Munich Treaty intact
- Keep Stuttgart Treaty intact
- Keep Hamburg Treaty intact
- Keep Bonn Treaty intact
- Keep Hanover Treaty intact
- Extract the British commandos
- Bring the commandos to safety
- Rescue the defecting scientist
- Escort the scientist to safety

Lose Conditions

- Twenty American spies are killed
- Three West German cities revoke their alliance
- Perform spy missions on key Soviet structures

Walkthrough



This is the first of two Cold War missions, both of which require you to rely heavily on spies and not much else. This mission requires you to gather intelligence from several key Soviet

buildings, all the while protecting your West German allies from Soviet spies.

Preventing Soviet spies from infiltrating your borders isn't as hard as it may seem, though, at first, it will be slightly more difficult due to your lack of resources. But once you have the assets to build a good number of outposts, you should have no trouble stopping the Soviet spies.

First, find the group of spies waiting near your city center. Note that you can't build spies during this mission. Instead, they will arrive periodically, and you can earn more by tackling the secondary objectives. Send one spy into each of the West German territories. These spies will be your one line of defense against the Soviets for the first portion of the mission.

TIP

Make sure your spies have a good line of sight on the West German buildings, and that they are positioned near your forces. When a spy is spotted, you must eliminate him as quickly as possible. If the spies manage to sabotage buildings in three West German territories, you'll lose the scenario.



CHAPTER 22: AMERICA—THE COLD WAR: A GERMANY DIVIDED

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

With spies in place at each West German city, begin gathering resources. You don't need to gather everything, but you should begin gathering wood and stone, which you'll need to construct outposts.

When you have a good amount of wood and stone, begin building outposts. First, build at least one outpost in each of the West German territories. Build these near the road so that spies will be spotted before they're able to get to their target buildings.

The West German territories should be relatively safe at this point. To ensure their safety, however, you can build a more efficient line of defense along the border. There are several points along the border where Soviet spies will enter your territory, so you can build outposts near these to ensure that spies are spotted long before they reach their targets. These points are: the bridge near the northern border of the map, the road at the southern border, and, in the center of the map, the area with an AA gun and a small force of American soldiers. Build one or two outposts at these three locations.

NOTE

REMEMBER THAT BUILDING OUTPOSTS OUTSIDE OF YOUR TERRITORY WILL REQUIRE THREE TIMES AS MUCH BUILDING TIME. MAKE SURE YOU HAVE AT LEAST FIVE CITIZENS WORKING ON THE STRUCTURES TO EXPEDITE THEIR COMPLETION.



Now that your allies are protected against Soviet tampering, it's time to begin your own espionage endeavors. Your first target is the Spartak barracks on the far eastern side of the Soviet territory. Getting to this target isn't especially difficult. Though many areas in the Soviet territory are heavily guarded with outposts, this doesn't happen to be one of them.

Send a spy up the road toward the center of the map. There's an entrance to the Soviet base here, guarded by a few soldiers. There are no outposts at this entrance, so you can slip in undetected. Follow the road southeast to the first intersection, then move off the road to the small cluster of trees to the south of the road. Move southeast from these trees, and make sure you stay to the south of the road to avoid the outpost guarding the area.

Your spy comes to a road running north and south. Cut across this road and up the hill. From here, you can easily move him up to the target barracks without being detected. Use the spy's Gather Intelligence ability on the barracks.





After gathering intel from the barracks, you're informed of your second target. You're also informed of your first secondary objective: rescue a group of British soldiers lost in Soviet territory.

You can tackle these in either order, but if you need spies you should do the secondary objective first. The British soldiers are located in the northeast corner of the Soviet territory. Don't try to reach the soldiers with the spy near the Spartak barracks; the route is too heavily guarded. Instead, extract this spy, then select another from those available at your base.

Move a spy up the road to the north. When he reaches the bridge, stay on the east side of the river and continue moving north. There's a small path here, leading into a lightly-guarded area of the Soviet territory. There's a fortress here, so if the spy is spotted he'll likely be done for. Sabotage the fortress to allow him to pass in safety.

Continue east until you reach the soldiers. They'll now be under your control, and the location of the British base will be revealed. Move the spy west and sabotage the fortress again.

Move the soldiers past the fortress and across the river. Once they're out of East Germany, they have a safe path to the British base. Rescuing them will award you with a few spies and soldiers. Move these to your base.



Your next primary target is the Vsevoluch factory, located to the south of the Spartak barracks. The factory is extremely well guarded; several outposts will spot any spies who try to approach, and the nearby fortress will eliminate them easily. You have two options. The first is more difficult, but it will sacrifice fewer spies. The second is easier, but you must take some losses.

If you wish to save your spies, select at least five spies and send them into Soviet territory via the main entrance. Follow the road to the intersection, then continue along the road heading due south. Move east when you see the water to the south. Stop near the fence. Inside this fence is the fortress that will cause you a great deal of trouble. Near it are three outposts. You must sabotage all three outposts and the fortress and then move a spy to the factory. You'll lose fewer spies, but it's very difficult to

CHAPTER 22: AMERICA—THE COLD WAR: A GERMANY DIVIDED

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

accomplish this successfully. If you attempt this strategy, make sure you do so when the Soviet patrols have moved away from the area.

The easier route will definitely lose more of your spies but is less risky in general. Simply select four or five spies and send them all to gather intelligence on the target factory. As soon as the task is accomplished, move any survivors west to safety and then extract them when their power is replenished.



Once again you're given two more objectives. The first is your third primary target: a manufacturing plant near the center of East Germany. The other task is a secondary objective: rescue a scientist who wishes to defect to the west.

Do the secondary objective first. The scientist is located near the northern border of the map, next to the fortress you previously sabotaged to rescue the British commandos. Move a spy and a soldier up to the northern path, then send the spy in to sabotage the fortress. With the defense down, send the soldier in to rescue the scientist. Move everyone west across the river.

You now need to move the scientist to French territory, in the southwest corner of the map. When the scientist reaches the French base, the French will provide you with a small group of spies.



The third primary target is very easy to reach. Simply move a spy in through the main gate, then cut northeast through the trees to the manufacturing plant. There are no outposts near the target or along the route leading to it. Once the intelligence has been gathered, the final objective will be revealed: a Soviet university to the east.

Before you take on the final objective, station spies along the main road, making sure you have the entire border covered. This will become important soon.

Select the spy near the Krylya Sovetov manufacturing plant. The university is nearby, but it's heavily guarded, so you'll need to proceed carefully. The university is secured inside a fenced area to the east. There are two outposts to avoid, one near the southwest corner of the area and one to the



northeast. Move in through the opening in the northwest corner, then immediately move south along the fence. Cut across to the university and gather intelligence, then move the spy out of the area to safety.



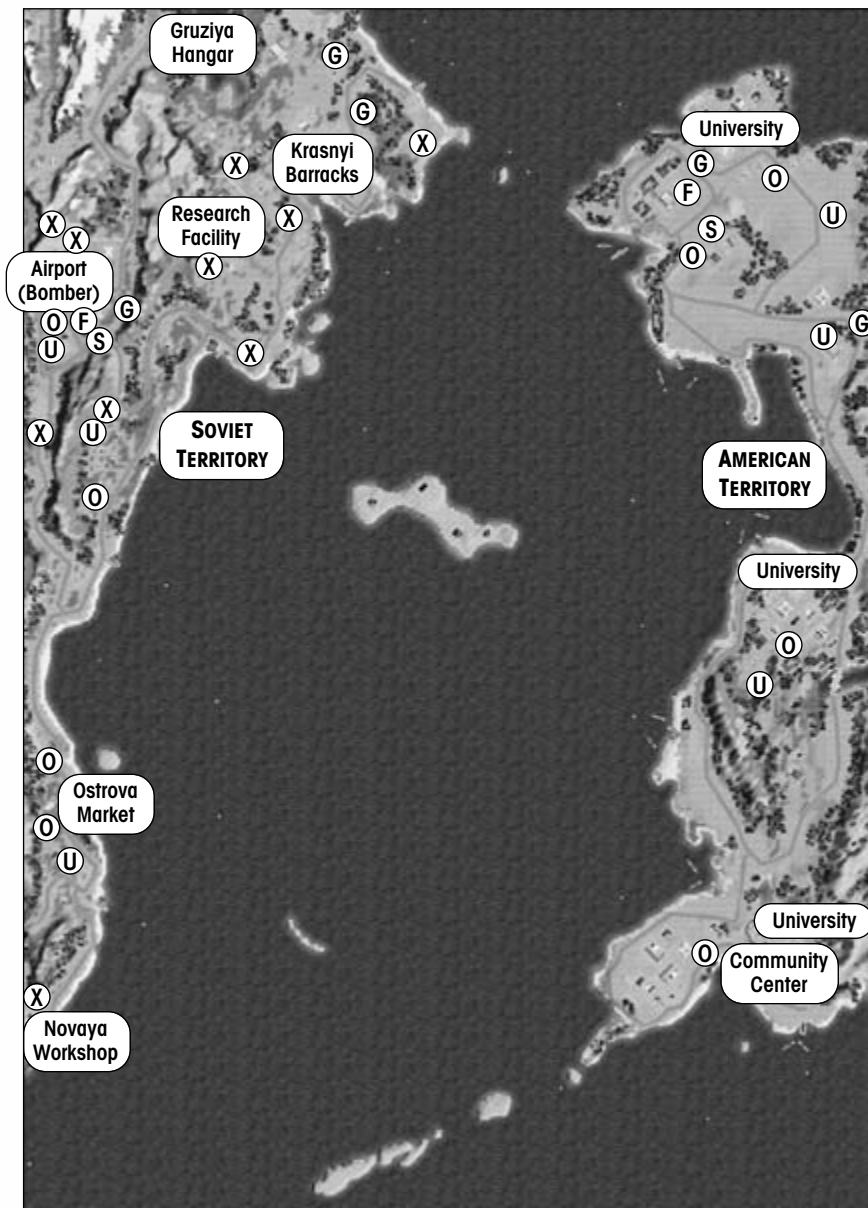
After you've gathered the final piece of the puzzle, the Soviets will move to attack. Your spies along the road should

give you plenty of warning about which direction the enemy forces are headed. The target is random, so you must use this intelligence to move your troops into place to defend against the strike.

Select every military unit in your possession and move them to stop the Soviet strike. You should have enough to repel their attack, and the various outposts along the road will help to weaken them before they can reach their target. Eliminate all the units in the Soviet strike force to successfully complete the scenario.



Chapter 23: America—The Cold War: Doomsday Countdown



KEY

- F = Food (forage)
- G = Gold
- S = Stone
- O = Oil
- U = Uranium
- X = Soviet Outpost



History

With the certainty that a nuclear exchange would end not only the human race, but all life on the planet, the superpowers shifted their emphasis from controlling and spreading spheres of influence to gaining and protecting a technological edge. Super-quiet subs, stealth technology, smart bombs—every new invention that could potentially tip the balance of power in the enemy's favor was targeted for capture or destruction. Much of this covert war was fought under water, between Soviet and American subs, each testing the other's capabilities and reporting it back to base. Subs were also used to monitor coastal defenses, spy on the activities around enemy harbors, and insert or extract spies. With the development of sub-launched nuclear and cruise missiles, the submarine now became the principal instrument to fight the Cold War.

Briefing

The tensions between the Soviets and the United States continued to bubble just below the boiling point and the Cold War threatened to erupt into full scale global conflict. During the 1980s a heretofore undisclosed series of events took place that would soon lead the world into the cybernetic and digital age with a fiery bang. As technology advanced at breakneck speeds, the Cold War became more and more a war over information. Covert operations paved

the way for surgical strikes to keep the enemy's research and development from progressing undeterred. Submarines became the dominant naval vessel, capable of covert activities and force projection through the use of nuclear or cruise missiles. At the point where the United States and the Soviet Union almost bordered each other, the Bering Sea, the secret war raged on in silence.

Starting Assets

Territories: 1/2

Tech points: 0

Food: 1200

Wood: 1200

Stone: 1500

Gold: 1200

Saltpeter: 1200

Oil: 1000

Primary Objectives

- Get a spy into Soviet territory
- Spy on Soviet stealth research facility
- Steal Soviet supersonic bomber
- Destroy the Soviet research facility

Secondary Objectives

- Gather intel on a Soviet workshop
- Sabotage a Soviet market
- Sabotage a Soviet hangar
- Gather intel on a Soviet barracks

CHAPTER 23: AMERICA—THE COLD WAR: DOOMSDAY COUNTDOWN

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Lose Conditions

- Nuclear clock reaches zero
- Community Center is destroyed
- The United States' supersonic bomber is destroyed

Walkthrough



This mission requires that you remain relatively passive, only attacking the Soviets when they attack you. Your primary line of defense is the coastline, and Soviet ships will repeatedly sail in and attack your ships and docks. To prevent this, your first priority is to assign your many naval vessels to control groups, and then give them patrol routes along the coast. Keep your fleets as close to the coast as possible; you want them to spot any Soviet ships that get in close enough to attack your docks. When your coastal patrols are set up, turn your attention to your harvesting operations.

Build thirty citizens, at the minimum. You need to have at least five on each resource, though it's best if you assign even more to harvest wood; that resource will be somewhat in

demand. Once your harvesting is going well, build some more citizens and garrison them in the university to the north of your territory.

TIP



Throughout the course of this mission, regularly check the condition of your ships. Garrison them at docks if they are badly damaged, and upgrade the combat vessels to elite status as soon as you can afford the materials.



You should also use some of your citizens to build some base defenses. Build the maximum number of outposts and the maximum number of AA guns. Spread these around, and place the AA guns near strategic targets, such as the Community Center

and your resource operations. Place the outposts near the coasts to spot enemy spies as soon as they unload. Additionally, build some shore batteries. These should be placed near docks, which will be prime targets for Soviet ships.

You won't need much in the way of ground troops, but due to the limit on AA guns in your territory, you should build some Stinger HMMWVs, and set them to patrol routes around your territory. Keep the patrol routes near important targets. You should assign these to a control group as well, so you can easily move them to areas that are attacked by the coming Soviet bombing runs.

TIP

Though they are always important, control groups are absolutely vital in this mission. You need to quickly jump around, protecting your base and controlling your spies. Make sure your naval fleet is broken into at least two control groups and your mobile anti-air force into another group, and any spy in Soviet territory should be assigned to one as well.

Almost all of your objectives, both primary and secondary, are espionage tasks. Build a small group of spies at the university to the north. You'll automatically receive transport submarines for these spies. When you're notified that the first of these vessels is ready, load a spy onto the sub and sail south along your coast.



When the submarine reaches the southern tip of your territory, sail west across the sea to the coast near the Soviet workshop. Unload the spy near the workshop, as far south as you can. There's an outpost close to the workshop, but it's possible to get your spy up to the target and perform the necessary sabotage without being spotted.

Sabotaging the workshop will award you with a small fleet of OH-56 Mohawk helicopters. Assign these to a patrol route along the coast of your territory, so as to better watch for incoming spies. Load your active spy back onto the sub, and return to your territory.

TIP

Winning crowns in this mission can be very helpful. The Super Spies reward will be very useful during your espionage tasks, the Lumbering reward can increase your wood production (and you'll need plenty of wood), and the Sea Lanes Doctrine or Piracy rewards can add bonuses to your sea combat. Near the end of the mission, the Air Superiority reward can be very helpful in achieving the final objective.

CHAPTER 23: AMERICA—THE COLD WAR: DOOMSDAY COUNTDOWN



Soviet supersonic bombers will soon begin attacking you, if they haven't already. Your AA guns won't be much help against them, so use your Stingers to attack them. You should also begin building a complement of jet fighters when you have the necessary resources. When the supersonic bombers are over your territory, scramble these fighters to take them out before they can do too much damage.

Supersonic bombers do a tremendous amount of damage. When you see one above your territory, your first priority should be to destroy it as quickly as possible. Supersonic bombers can take out buildings very quickly, and if the Soviets happen to target the Community Center, the scenario will end. Make sure you have a decent number of air fighters and Stingers to deal with these bombers when they appear.

Your next espionage target is near the northern border of the Soviet territory. Send the spy ship up your coast and sail across the northern border of the map. Unload a spy on the shore.



This area is more heavily guarded by both troops and outposts. You must be very careful as you move around; if an outpost sees your spy, he is most likely done for, and time is subtracted from the doomsday countdown if you lose any spies.

Select your spies and begin making your way toward the target hangar. In general, staying off the main road is a good way to avoid the Soviet outposts, and the path to the hangar is fairly clear. Perform the required sabotage on the hangar. The next target will appear: a market near the center of the territory.

It's best to return to your territory and pick up a new spy for this mission—keeping the first spy near the hangar will make accomplishing your primary objectives a bit easier. Sail across the center of the sea and unload near the market. Sabotage it to add even more time to the countdown.





Your final secondary objective is to gather intelligence at a barracks near the northern Soviet coast. This target is much more difficult to reach because of several outposts within viewing range of the barracks. One in particular will be very difficult to avoid, because it's located directly next to the barracks. Attempting to gather intel without disabling it will be a suicide mission.

Use two spies for this mission, and unload them on the northern shore of the Soviet territory. Send them down the road until they are just within sight of the outpost and nearby barracks. Select one of the spies and have him sabotage the outpost. As soon as the sabotage is in effect, run for safety. He'll definitely have been spotted, but he can get to a safe area before he's killed. With the outpost sabotaged, send the second spy in to gather intelligence at the barracks. Then send him to a safe area as soon as his task is completed.



With all four secondary objectives completed, it's time to tackle the primary objectives. The first goal is the Soviet stealth research facility. It's located near some mountains and is fairly well guarded by outposts. There is an easy way in, however. A path running to the west of the mountains completely bypasses the outposts and leads straight into the facility itself.

Send your spy along this path. If you left the spy near the hangar, it will be easy for him to reach the path without triggering any alarms. If not, you'll need to move a spy along through the northern woods until he can reach the path.

Gather intelligence at the facility. This will unlock the next objective: steal a supersonic bomber.



CHAPTER 23: AMERICA—THE COLD WAR: DOOMSDAY COUNTDOWN

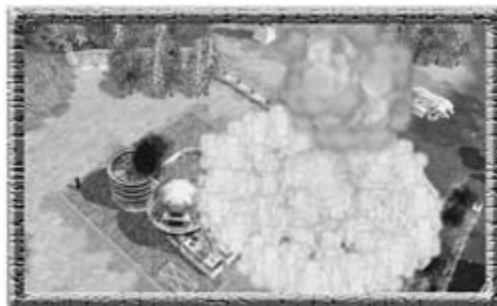
STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT



To steal the bomber, you must once again find a sneaky route into the designated area. The bomber is stationed near an airport to the south-east of the research facility. Move your spy back along the path through the mountains and then north along the road. The road leads to a valley running southwest. Move south through this valley, along the border of the map.

The valley leads to the airport. Quickly sabotage the airport. This gives you control of the bomber, but it will be attacked as soon as it takes off. Fly directly east across the sea, then garrison the bomber in any of your airports. With the bomber in your grasp, it's time for the final objective.

At this point, you'll want a large force of air fighters, as well as some standard bombers. If you have the military crown, the Air Superiority reward will be extremely beneficial as well.

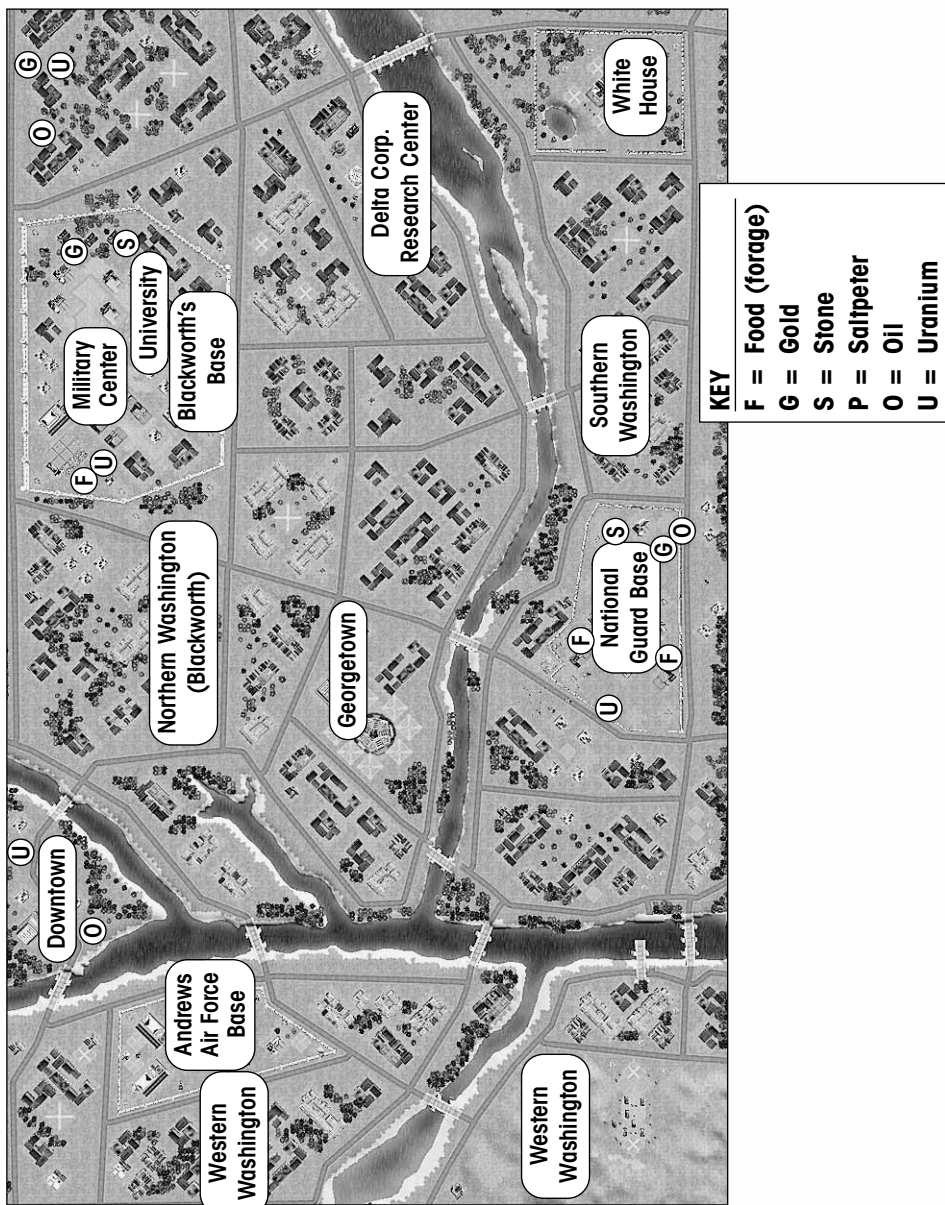


You need to get the supersonic bomber safely into Soviet territory and destroy the stealth research facility. This isn't easy, though. The Soviet coastline and much of the interior is heavily protected by AA guns and anti-aircraft Stinger HMMWVs. Flying straight in will only get the bomber destroyed and thus forfeit the mission.

Instead, go for a stealth approach. Fly in along the northern border, then fly south along the western border. Skirt east at the research facility and then let loose with the bombing. As your bomber approaches, have the fighters attack the AA defenses in the area. Your only priority is to keep the bomber intact long enough to destroy the facility. One direct hit should do it, but it won't hurt to have secondary bombers in tow to help should the facility survive the initial run. When the facility is eliminated, the doomsday clock has been successfully stopped, and nuclear war averted.



Chapter 24: America— Cyborg Insurrection of 2058



History

The Cold War ended with the disintegration of the Soviet Union. Russia was still a powerful nation, but the United States became the undisputed superpower that would lead the world into the twenty-first century. New challenges awaited the United States: terrorism, genocide, ethics in technology, nuclear technology on the black market. Although these challenges were not as cataclysmic as a world-ending nuclear exchange, they were not uncommon and were quite deadly. After suffering a string of terrorist incidents at home and abroad, the United States decided to rally the support of as many nations as it could and attempt to root out terrorist cells all over the world. Specifically, this meant targeting rogue nations that openly courted terrorist groups and executing a regime change either through diplomacy or force. After decades of aggressive foreign policy and economic investment into countries recovering from wasteful totalitarian regimes, the United States was forced to slow down. The military was deployed all over the globe and the economy was showing the strain of years of foreign investment with little profit. Global security was only marginally better than it had been at the beginning of the century. There were fewer major acts of international terrorism, but there were more incidents of individual terror strikes in foreign-occupied countries. The restrictions on the sale and

transport of any material related to nuclear technology were enforced much more rigidly than they had been, but technological progress made weapons of mass destruction easier to assemble and conceal. With little to show for the many years of struggle, the U.S. citizenry was finally able to force the government to scale back its foreign operations, curtail the military budget and address domestic concerns. After a generation of constant military build-up, the military-industrial complex was unprepared for the budget cuts. America's role as the arsenal of democracy and deliverer of the world's peoples from bondage had become a fact of life to a generation of citizens who had never known any different. Unable to accept the change and fearing the ramifications of the United States' loosening its grip on the world, several key leaders in business, government, and the military began to plot. One man, Brigadier General Charles Blackworth, would eventually assume the lead role in one of America's darkest conspiracies. Blackworth had been in charge of a special research and development project, code named CENTRI. The CENTRI project was an effort to greatly enhance a soldier's battlefield performance through the use of cybernetic implants. CENTRI was an acronym for Cybernetically Enhanced Trained Infantry. This project was nearing completion when its funding got cut. The primary contractor for the project was Delta Corporation,



a company that stood to gain a considerable government commission in the actual manufacture of these implants, and the budget cut was viewed by their board of directors as such a staggering loss that they would surely plunge into bankruptcy. Blackworth and the other conspirators made sure everyone on the outside believed CENTRI had been shelved, but secretly they continued to fund and develop it. When enough CENTRIs had been “implemented,” Blackworth and the others were ready to put their plan into action. They would seize the president and Joint Chiefs of Staff, execute them, dismiss the senate, and declare martial law. New elections would, of course, be held at a time deemed suitable by the army. An army of CENTRIs would be used in a lightning strike on Washington, brushing aside the surprised National Guard unit stationed there. On the evening of the 25th of July, 2058, they struck.

Briefing

The Soviet Union conceded defeat in the Cold War due to severe economic woes, so the confrontation mercifully ended with a whimper and not a bang. The world proved to be no better place, however, as many other threats, long overshadowed by the Cold War, came to light. The United States led the world into the twenty-first century with an agenda of achieving global security. After a generation of military buildup

and deployment with little additional security gained, the American people insisted on cutting back and addressing issues at home. Some people in power weren’t ready to accept this and a conspiracy to overthrow the government in order to protect the military industrial complex was put into action in the summer of 2058. Charles Blackworth, an obscure general in charge of some of the army’s most advanced research and development projects, in alliance with the major defense contractor Delta Corporation, orchestrated a lightning strike on the Capitol in what was nothing short of a military coup. All that was available to immediately oppose him was a half-strength mechanized regiment located just outside the capital. These brave soldiers knew they would have to act fast to secure a defensible base, gain additional military units and find a way to ensure the safety of the president.

Starting Assets

Territories: 2/8

Tech points: 0

Food: 2000

Wood: 2000

Stone: 2000

Gold: 2000

Oil: 2000

Uranium: 2000

CHAPTER 24: AMERICA—CYBORG INSURRECTION OF 2058

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

Primary Objectives

- Protect the White House
- Secure Andrews Air Force Base
- Protect the president until he can be evacuated
- Locate Blackworth's base
- Eliminate Blackworth's command center

Secondary Objectives

- Defend the president until you can escort him out of Washington
- Capture the Delta Corp Research Center
- Use a spy to sabotage the tech center to disable Blackworth's HERC technology

Lose Conditions

- The president is killed
- The White House is destroyed
- Your military is reduced to five or fewer units

Scenario-Specific Units

Presidential Humvee

Hit points: 700

Speed: 29

Walkthrough



As this mission begins, the insurrection is already underway. A small force of General Blackworth's troops is attacking the White House, so you need to scramble your troops in order to stop them.

Luckily, you have a large force of troops already stationed at your base. Grab a small group of infantry and immediately order them to run to the White House. Next, select a group of tanks and have them follow suit. Don't have the infantry and tanks move as a unit, or they'll move too slowly; you want to get the faster troops to the White House as soon as possible.

As your troops make their way to the White House, begin assigning more citizens to harvesting. Add a few more citizens to gold, several citizens to wood, and five or six each to oil and uranium. Also, garrison citizens in the university to generate technology points.





Your infantry should engage Blackworth's HERCs as soon as they can. Keep the HERCs occupied until the tanks arrive at the White House. A second wave of enemies will arrive shortly after the first is disposed of, but once this second wave is eliminated, the White House will be secure.

The president's Humvee will arrive during the skirmish. Once the attack has been repelled, you need to escort the Humvee back to your base. The road running along the southern border of the map is the safest route; you will only encounter light resistance, if any at all.

As your troops escort the president, begin building more troops. Build lots of light and heavy infantry, and a few each of artillery and tanks. You'll need a fairly large army during this mission, so you should start building it now.

Blackworth will constantly attack your base for the first portion of the mission, but your defenses should do a fine job of keeping the enemy at bay. Build a few more anti-air defenses at this point, because you'll be using every unit available for the next section, and you don't want to leave your base vulnerable to attack.



Grab everything you have and start moving up toward Andrews Air Force Base. Move your army west, across the bridge into friendly territory. Be careful not to cross the river into Blackworth's territory yet—you don't want your troops being sidetracked.

As your army is moving toward Andrews, build some replacement units to defend the base. A couple of anti-aircraft vehicles and artillery units stationed at each entrance to your gate will be sufficient.



When you reach Andrews, immediately attack all of Blackworth's forces. Be careful not to attack the airport or the hangar—it's much easier to capture these buildings than to replace them. When Blackworth's troops are eliminated, capture the hangar and airport.

CHAPTER 24: AMERICA—CYBORG INSURRECTION OF 2058

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

If either or both of these buildings have been destroyed, you'll need to build replacements. To successfully complete the objective, you need to possess an airport and a hangar at Andrews. Once you have both, you take control of the territory and all buildings that remain standing.

You're notified that a helicopter is en route to remove the president. Move the presidential Humvee up to Andrews. Again, remember to use the safer, western route to the base. The president shouldn't encounter any opposition. When he reaches the base, he's airlifted to safety.

TIP

As soon as you gain control of the buildings at Andrews Air Force Base, begin building a large force of bombers and a couple of nuclear bombers.



At this point, you've probably noticed that several research technologies are unavailable, despite meeting the prerequisites. You can remedy this by taking control of the Delta Corp Research Center, a university located

in the southeastern portion of Blackworth's territory.

Move a large portion of your army back down to your base. Keep some units at Andrews to protect it. Make sure that the units you select to capture the university include both anti-air vehicles and a large force of infantry.

Move through your base and across the bridge to the northeast. As soon as you cross the bridge you will begin meeting resistance, so take extra care while you move. Don't let any of your forces stray too far away while pursuing enemies, and don't let the troops get too scattered.

Take out the HERCs guarding the university, then immediately start to capture it. Blackworth will send forces to stop you, so make sure you keep the capturing units safe as they do their work. When the university is in your possession, the previously locked techs will become available.

NOTE

IT'S FAIRLY DIFFICULT TO KEEP THE DELTA CORP RESEARCH CENTER INTACT, BECAUSE BLACKWORTH'S TROOPS REGULARLY PATROL THE AREA. YOU CAN ATTEMPT TO PROTECT IT, BUT IT'S BEST JUST TO GARRISON IT WITH CITIZENS TO GENERATE TECH POINTS WHILE IT STILL STANDS.





Return all your troops to Andrews Air Force Base. This will be your primary base of operations from here on out.

If your army has been thinned, spend some time reinforcing. Make sure you have a very large group of infantry, as well as a good mix of tanks and artillery. When you're back up to fighting strength, move across the bridge to the east.

Your first target is the downtown city center, in Blackworth's north-western territory. Have your ground troops attack any units present, while your bombers take out the outposts. As soon as the opposition is gone, move in and capture the city center. Move your tanks near the city center so they don't get engaged with any troops in other territories, but make sure they attack any of Blackworth's units that approach.



When the downtown city center is yours, produce some citizens and build a fortress. Move your entire army south, and attack Blackworth's troops near Georgetown. As before, use bombers to take out the outposts.

Capture the city center, then reinforce your army. Blackworth's base is to the northeast, and it's extremely well defended. Attempting to break through his defenses without a plan is suicide. Your first goal will be to take out the air defenses protecting his base.

Move your army up and destroy the outpost and anti-air defenses guarding the western side of Blackworth's plasma wall. Taking out these anti-air defenses will make it much safer for your bombers to move in and destroy his gate and wall towers. Send your nuclear bombers in to hit his wall towers and gate, then send your regular bombers in to finish the job.

CHAPTER 24: AMERICA—CYBORG INSURRECTION OF 2058

STONE AGE COPPER AGE BRONZE AGE IRON AGE DARK AGE MIDDLE AGE RENAISSANCE IMPERIAL AGE ENLIGHTENMENT

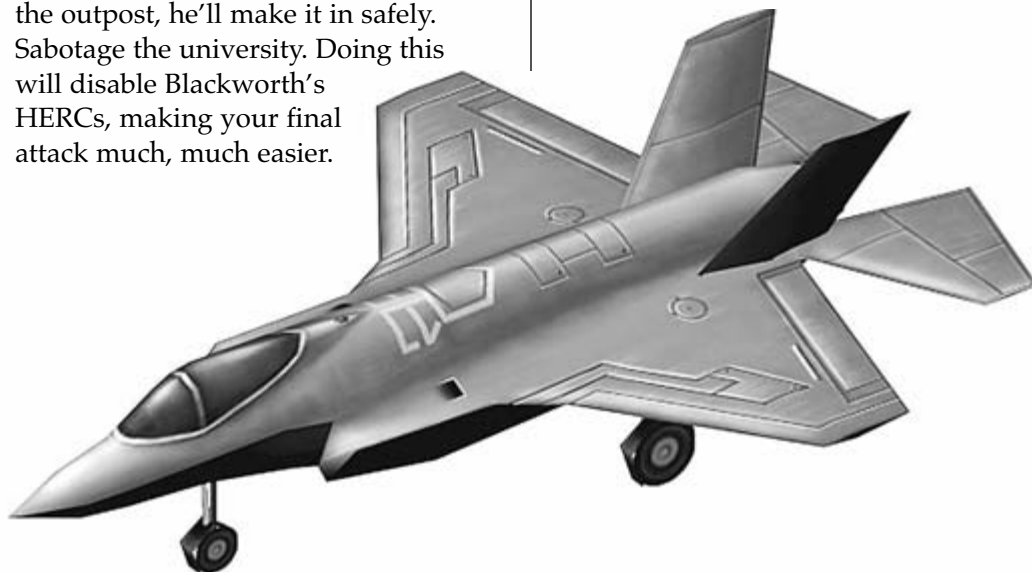


There are more anti-air defenses inside the walls, so use your bombers and your ground troops to remove them. Don't send your ground troops in to storm the base quite yet. Once the air defenses are down, back off, and let your bombers take out the outpost near the university. Have them destroy the fortress while they're at it. Then return your bombers to the airport.

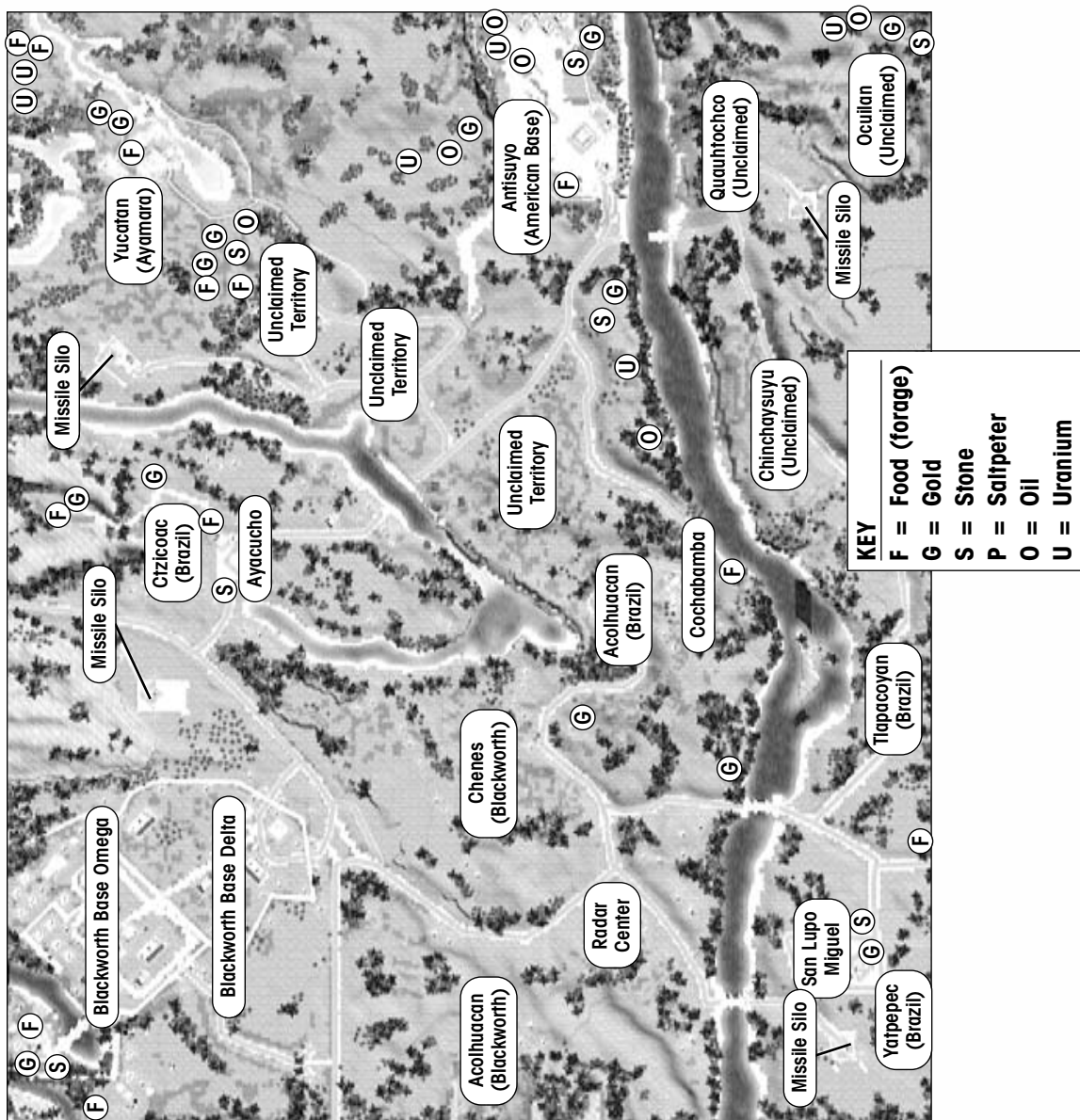
Build a spy, and send him into Blackworth's base. If you've destroyed the outpost, he'll make it in safely. Sabotage the university. Doing this will disable Blackworth's HERCs, making your final attack much, much easier.

With the university disabled, it's time for your final assault. The defenses should be completely destroyed at this point, so storm in and attack. During the final assault you'll kill what appears to be General Blackworth, but it turns out to be a decoy.

Fight your way to his city center and either destroy it or capture it. When Blackworth's city center is taken, the insurrection has been successfully thwarted, but its leader is still at large.



Chapter 25: America—Cyborg Cataclysm



CHAPTER 25: AMERICA—CYBORG CATAclysm

History

Blackworth was able to escape the United States with practically all materials relating to project CENTRI as well as some key personnel. For several years, he remained elusive and resourceful, keeping his partners well dispersed and oblivious to his whereabouts most of the time. Five years ago, Blackworth took the risk and brought all his people together to reveal his plan. They would build a covert base somewhere in the Amazon rainforest, hidden from aircraft and immune to satellite surveillance thanks to a special device that had been developed originally to keep CENTRI secret. From the base they would experiment on improving CENTRI and developing newer weapons technologies. They all knew they could never go home, but with enough time, they might be able to build up enough strength to make a new home either to the highest bidder or by force. The conspirators hired some unsuspecting workers and guides for a “scientific survey” of the rainforest and disappeared into the jungle. With the use of drugs and implants, the workers soon became completely loyal to the project, securing secrecy for a few more years. Even in the middle of the world’s largest rainforest, however, secrecy isn’t guaranteed. An unfortunate miscalculation of jungle rot resulted in a platoon of CENTRIIs malfunctioning and dying. All the bodies were recovered, except one.

Briefing

More than a decade after the Cyborg Insurrection, questions still remained about the failed coup. The ringleaders were still missing and all materials relating to project CENTRI were presumed to be in their keeping. But early in the year 2070, deep inside the Amazon Valley Basin of Brazil, local authorities pulled a strange corpse out of the Amazon River—a human with several metallic devices implanted in and on him. A team of examiners from the United States was flown down and they confirmed that the body was that of a cyborg. Although impossible to imagine, United States and Brazilian authorities suspected Blackworth and the remainder of his cyborg forces might have been hiding out somewhere in the vast rainforest. The Brazilian government gave permission to the United States to set up temporary camps in the Amazon and conduct a thorough search, but warned that in the event of hostilities, citizen casualties were to be avoided at all costs.

Starting Assets

Territories: 1 / 23

Tech points: 10

Food: 1200

Wood: 1200

Stone: 1100

Gold: 1100

Oil: 1200

Uranium: 1200

Primary Objectives

- Locate Blackworth's base
- Eliminate the nuclear threat by securing or destroying all four missile silos
- Eliminate Blackworth

Secondary Objectives

- Protect Cochabamba
- Protect San Lupo Miguel
- Protect Ayacucho
- Disable missile silo 1
- Disable missile silo 2
- Disable missile silo 3
- Disable missile silo 4
- Destroy the radar center
- Establish trade with Ayamara

Lose Conditions

- City center at Antisuyu is captured or destroyed
- Blackworth escapes

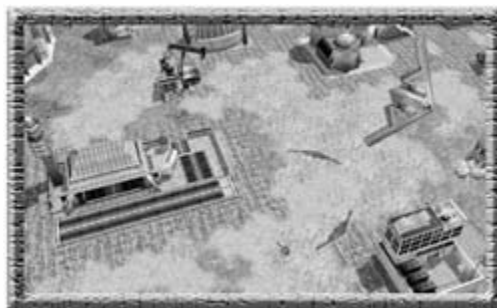
Walkthrough

Many years have passed since General Blackworth's attempted rebellion, and the United States has finally tracked him to his base located deep in the Amazon. Your goal is to find and eliminate Blackworth, but before doing that you must first eliminate his nuclear arsenal to protect your local allies.



Immediately begin ramping up your harvesting. This mission will require a large amount of wood, so send plenty of citizens to the small grove of trees near the other resource deposits. Also make sure you have plenty of citizens harvesting the other resources; uranium will also be particularly important.

You're missing some important structures: you don't have a temple or a university, and those should be high priorities. Most important, though, you need to build at least two airports in Antisuyu; air superiority will prove to be a deciding factor over the course of this mission.



Don't worry too much about bolstering your ground forces just yet. For the majority of this scenario, your ground forces will do little more than

CHAPTER 25: AMERICA—CYBORG CATAclysm

protect your base. There are two gates leading into the base. Lock them both, and build some outposts near the northern gate. This will be the primary target for Blackworth's forces, and you'll want it as secure as possible.

As soon as you can afford it, build a large force of bombers. You want at least ten, and more if you have the resources. You should also build a few fighter escorts to protect them. Bombers, however, are the priority.

Once you have ten bombers, it's time to begin scouting for the missile silos. The best way to do this is with short sorties; Blackworth has anti-air defenses everywhere, and you need to take these out as you explore. Fly a short way, take out any defenses you encounter, then return to the airport to rearm and repair. Repeat this process as you search for the silos.



You have two choices for dealing with the silos; you can destroy them or you can capture them. The former is easier, but the silos can come in handy for the later objectives. Because time is

so important, however, it's recommended you destroy them. By the time you reach the greater challenges later, you'll be well-prepared for them.

The first silo is located to the south of your base (see map for all four locations). Once you spot it, target and destroy it with your bombers, then take out the defenses around it. You'll see several other enemy structures in the area; leave these for now.

Destroying the first silo will buy you a bit of time before Blackworth threatens another nuclear attack. Return your bombers to the airport.



When your bombers are repaired and rearmed, begin searching to the north. There are two silos in the northern, central portion of the map. Make short trips, attacking any anti-air defenses you encounter, and slowly making your way north to the silos. Destroy both of the silos and any defenses nearby. Once again, leave any other structures for later. Your priority is eliminating Blackworth's nukes.

mixed in with your tanks and artillery.

Follow the road that leads northwest through the center of the map. You need to inch forward, taking out any of Blackworth's troops you encounter. When you reach territories under his control, try to capture the city centers instead of destroying them. He doesn't have any large bases in the center of the map, but he does have a few territories with resource operations. Capture any of these you can.

As your ground troops advance, send your air force to eliminate any anti-air defenses remaining near the central portion of the map. Don't have your air units approach Blackworth's base. The assault on Blackworth's base is a suicide mission, no matter how large your army is. Unfortunately, it's a suicide mission you must undertake.



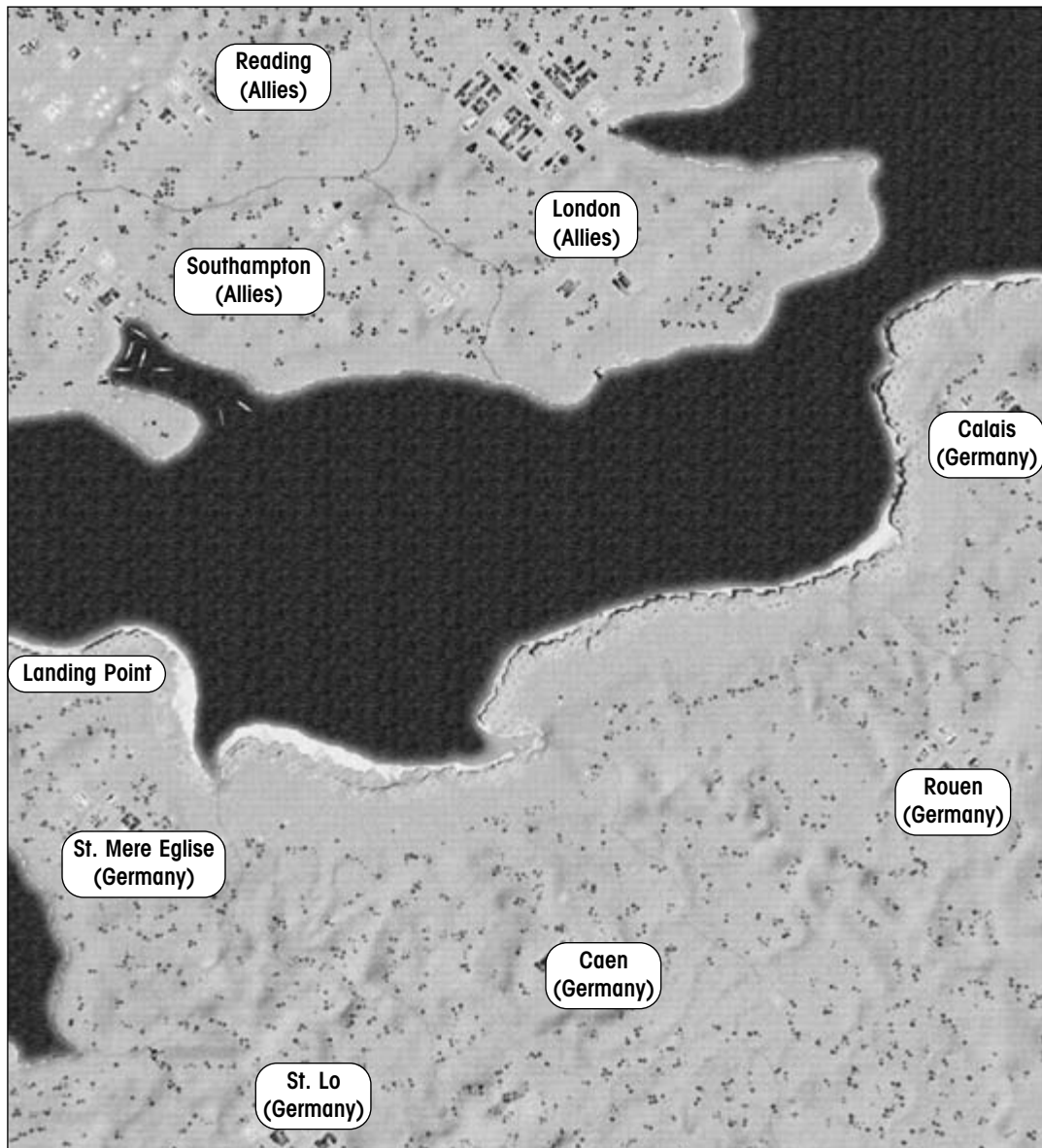
When your ground troops reach Blackworth's base, immediately take out any outposts in view, and then attack the gate. Break through the wall and slowly make your way through the base, destroying everything in sight.

There is a second, enclosed area of the base: Blackworth is behind this gate. As soon as he sees your troops, he'll make a run for it. Don't try to pursue him with your ground units, they won't be able to prevent him from escaping.

Blackworth will attempt to flee via the road leading south from his base. Activate every aircraft in your arsenal and send them after him. Fighters are especially useful, but bombers will do the trick as well. Blackworth is very strong—the HERC in which he rides has 8000 hit points, so he can take quite a beating. With your overwhelming air force, however, he doesn't stand a chance. Hit him with every air unit you have, and he will fall quickly.



Chapter 26: Turning Point—Normandy



History

With the defeats in Africa, the fall of Italy, and the costly losses in Stalingrad and at Kursk, by late 1943 it seemed the fortunes of war had turned decidedly against Germany. In reality, Germany still controlled most of the territory it had conquered since 1939 and still employed the best equipped and trained army of any of the combatants. The recent successes of the Red Army in no way guaranteed the Soviet Union would eventually overcome Germany, a fact that Stalin continually pressed upon Roosevelt and Churchill at their various conferences. Stalin insisted on the opening of a second front and did not deign to recognize the fighting in the Mediterranean as such a front. In fact, Stalin was concerned the British and Americans might be content to see his communist state burn while the capitalists prospered. Roosevelt was also concerned that Stalin could easily decide to sign a separate peace with Germany now that his forces were proving to be a match for the Wehrmacht. Therefore, he pressed Churchill to accept a plan for the invasion of France by the middle of 1944. The plan was named Operation Overlord and would be the most ambitious coordination of Allied forces yet seen in the war.

Briefing

In November of 1943, the German Army began taking steps to fortify the Channel coast of France in expectation of an Allied amphibious assault in the near future. Field Marshal Erwin Rommel, the Desert Fox himself, was given the task of overseeing the construction of the fortifications. Concrete bunkers, tank obstacles, machine-gun nests, and barbed wire were placed along the beaches in massive quantities. Although the Germans did not know exactly where the Allies would land, it was expected they would land in force. Allied forces had been assembled near staging areas in England, expecting to launch an invasion sometime in May. Although poor weather conspired to delay the invasion, the "Go" was finally given for the morning of June 6th, 1944. In the dark of the pre-dawn morning, paratroopers were flown deep behind enemy lines to drop onto an unsuspecting enemy and capture and hold critical objectives. In the channel, a huge armada was underway, bound for the beaches of Normandy. As dawn broke, the greatest amphibious assault in the history of the world had begun.

CHAPTER 26: TURNING POINT—NORMANDY

The Allies

Starting Assets

Territories: 3/8

Food: 1000

Wood: 1000

Stone: 1000

Gold: 1000

Iron: 1000

Oil: 1000

Primary Objectives

- Capture and hold at least four French territories

Lose Conditions

- Fail to capture a territory within 15 minutes

Walkthrough



This mission has some specific restrictions. You have no citizens, which means you cannot gather resources or generate tech points. Instead of citizens, you have engineers. These units can build structures and repair vehicles,

but they cannot harvest or garrison in buildings like citizens.

You begin with a very large military force. Immediately load them all onto the merchant marine transports in the water near your starting position, and build any more merchant marines you need to hold the remaining troops. Also note that you have a small group of combat ships near the merchant marines. These will be essential for clearing a landing point for your merchant marine ships.

NOTE

YOU WILL RECEIVE RESOURCES AT REGULAR INTERVALS. THE AMOUNT OF RESOURCES YOU RECEIVE WILL BE DEPENDENT ON HOW MANY TERRITORIES YOU CONTROL.



There are two airports in your starting territory. Build as many bombers as you can afford with your starting resources. There's a market in your starting base as well, so sell any excess stone or other unnecessary resources and buy whatever you need to build more bombers.

When the planes are ready, fly them to the western border, and then south to the coast of St. Mere Eglise. Target only the coastal defenses and take out as many as you can. You may lose the majority of the bombers, but saving them is less important than clearing the coast.

As your bombers attack, send the combat ships in to help clear out the coastal defenses. Have the merchant marines follow behind, and quickly unload their cargo on the beach when it's fairly clear.

TIP

You only have 15 minutes to capture a territory, so make sure you move quickly to storm the beach at St. Mere Eglise.



Immediately move all your troops up the beach and attack the German defenses. You should overwhelm them easily if the majority of your troops were able to land safely.

Move south to the center of the territory and capture the city center here. Try to capture city centers whenever

possible, as the resource bonus will be very helpful. Capture the barracks as well, if you can. Use a few engineers to set up defenses, including a fortress and several outposts. Repair your vehicles and keep your infantry within the city limits so they'll heal.

Now that you have a territory, the time limit stops. Take your time progressing, but be aware that the Germans will be continually attacking your territories.



Build some production facilities in St. Mere Eglise, and begin producing more troops. As they are built, move your forces south into St. Lo.

Capturing St. Lo will make the German resistance less aggressive, as you will take out one of its major production facilities. You'll encounter a great deal of resistance as you approach the city itself, so move slowly, clearing everything you encounter before proceeding.

Capture the city center at St. Lo, and destroy or capture the production facilities. Once the area is secure, build defenses. You also want to build an airport here. Move any of your

CHAPTER 26: TURNING POINT—NORMANDY

remaining bombers down to this airport, flying along the western border to avoid the majority of the German anti-air defenses. Produce more bombers to replace any that you've lost, and move all of your recently-produced units down from St. Mere Eglise to St. Lo.



Use your bomber to scout Caen to the east, and take out the outposts protecting the city center. When the outposts are destroyed, use the bombers to take out the resident military units, attacking the anti-air vehicles first and then the infantry and vehicles.

As your bombers weaken Caen, move the remainder of your forces in. It will be very easy to take the territory once your bombers have done their work, so quickly begin capturing the city center while your vehicles engage any remaining German units.

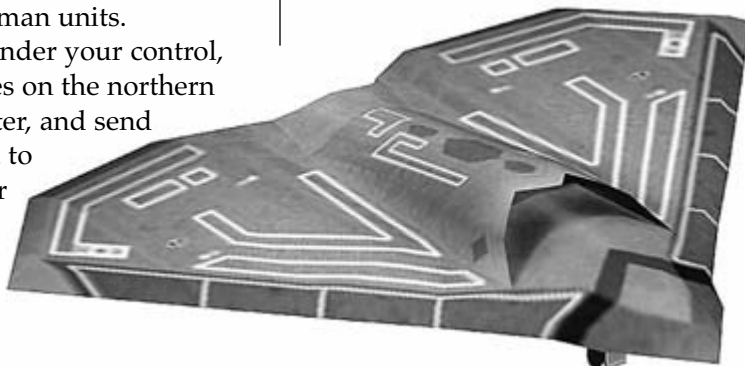
When Caen is under your control, build some defenses on the northern side of the city center, and send your bombers back to the airport to repair and rearm.



Use the same strategy to capture Rouen. The city center of Rouen is on the far eastern border, so have your bombers move slowly, removing all defenses between Caen and Rouen. Have your vehicles and infantry follow behind your bombers, picking off anyone who escapes their attacks.

When your bombers reach Rouen, destroy the outposts, then send your vehicles and infantry in to attack all defending troops in the area. Make sure your bombers don't start attacking the city center, though destroying it won't be a huge loss because you can build your own. This is the final territory, so gaining resources from its capture is less necessary.

When the German occupying forces have been removed, capture the city center to complete the scenario.



The Germans

Starting Assets

Territories: 5/8

Food: 1000

Wood: 1000

Stone: 1000

Gold: 1000

Iron: 1000

Salt peter: 1000

Primary Objectives

- Hold all French territories

Lose Conditions

- Own fewer than three territories for five minutes



Playing this scenario from the German side is slightly easier than playing as the Allies. As long as you can keep the Americans pigeonholed at the one entry from the beach, you'll only need moderate protection in your other territories to catch any troops that slip past.

You simply need to prevent the Allies from capturing any territories for 15 minutes. When the mission begins,

immediately scroll over to St. Mere Eglise and produce some engineers. Build a fortress at the northern point in the city center, then build an outpost or two on either side.

While the fortress is building, produce some troops at the barracks and either garrison them in the fortress when it's complete, or simply have them attack the first wave of Allied troops as they approach.

NOTE

AS WITH THE ALLIES, YOU RECEIVE RESOURCES AT INTERVALS, AND THE AMOUNT YOU RECEIVE DEPENDS ON HOW MANY TERRITORIES YOU CONTROL.



Keep the engineers in St. Mere Eglise to repair the fortress as it's damaged. Now move to St. Lo and begin producing tanks. Produce a few engineers here as well, and have them build a fortress near the north side of the city limits.

Intermittently, you'll receive a small troop of reinforcements near St. Lo. Each time this happens, move them up to protect St. Mere Eglise.

CHAPTER 26: TURNING POINT—NORMANDY

Caen will need some defenses as well, so build at least one fortress to the north of the city, and another outpost or two as well. Caen also has a factory, so begin producing artillery and set the rally point near the fortress.



If you can keep St. Mere Eglise well protected, only a small number of Allied troops will be able to slip past. Build a second fortress here, and continually repair them both.

Watch the map to make sure that any Allied troops that slip past the defenses at St. Mere Eglise are dealt with quickly. Once the Allies manage to destroy your pre-built defenses, it will be easier for them to move along the northern borders and get to the eastern territories.

To prevent this, move some tanks and artillery up to protect the northern sections of Caen and Rouen. You should build some defenses at Rouen once you

have a surplus of resources. The Allies probably won't make it that far, but if they do, you need to be prepared.

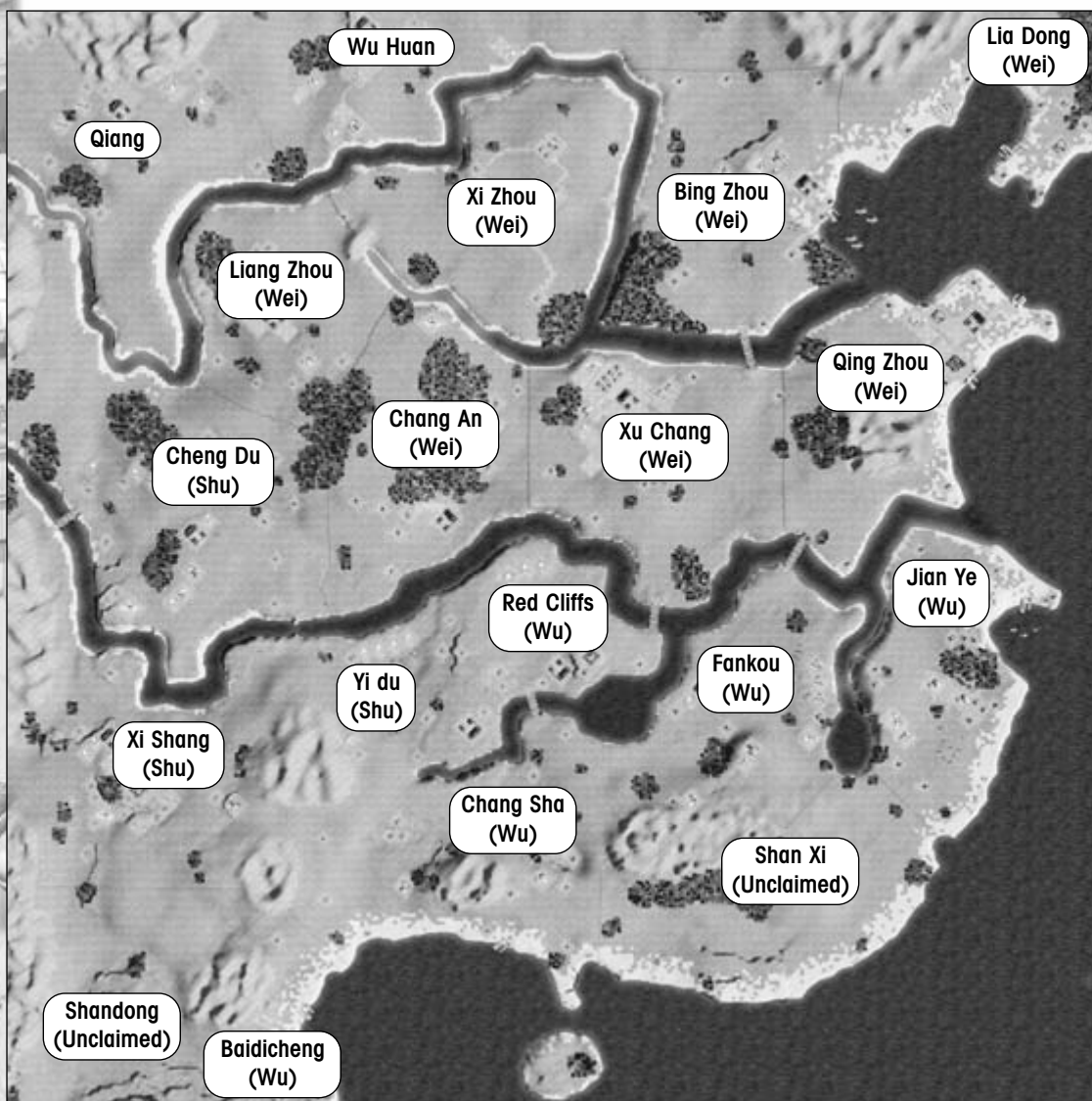


Having forces near the water will have another beneficial effect. They can attack any Allied troops moving along the beach toward St. Mere Eglise. As the time ticks away, the Allies will destroy more and more of your defenses near the coast. Replacing these with your own tanks and artillery will make the loss of these defenses less significant.

If you continually build troops and repair your defenses, holding off the Allied invasion will be very little trouble.



Chapter 27: Turning Point— Three Kingdoms



CHAPTER 27: TURNING POINT—THREE KINGDOMS

History

The Han Dynasty came to a formal end when, in 220 AD, the Emperor's Prime Minister, Caopi, abandoned his position and declared himself emperor of Wei kingdom. The rest of the empire had already deteriorated into several factions, with the kingdoms of Shu and Wu being foremost among them, but the Wei kingdom now took the place as the strongest of them all. For the next 60 years, wars would rage between these three players, with Shu and Wu more often teaming up to fend off Wei's advances. Eventually, though, Shu fell to Wei in 263 and Wu was finally toppled in 280. With the defeat of its two biggest rivals, the Wei kingdom was the undisputed master of China, so its rulers at the time, the Jin, set up the Jin Dynasty, which would last until 420 AD.

Briefing

The year is 230 AD. The past ten years have seen the end of the Han Dynasty in China and the emergence of three powerful kingdoms attempting to build their own dynasties. In the southwest, the Shu kingdom works to consolidate its position and form ties of trade and diplomacy with its neighbors. In the southeast, the Wu kingdom enjoys a booming seafaring industry and a relatively protected strategic position. However, in the north, the Wei kingdom has brought many provinces under its control and now prepares to send its impressive army southward to

eliminate its two main rivals and establish complete control over China. The kingdoms of Wu and Shu quickly realize they must stand together or perish alone.

Weï Starting Assets

Territories: 7 / 21

Food: 2500

Wood: 2500

Stone: 2000

Gold: 3000

Tin: 2000

Iron: 2000

Primary Objectives

- Capture Cheng Du territory
- Capture Jian Ye territory

Lose Conditions

- Xu Chang territory is captured or destroyed

Walkthrough

As Wei, you begin with a large majority of the map under your control. Xu Chang is the center of your empire and is outfitted with all the production facilities you need, as well as a large force of troops.





Your other territories have small forces as well. Select all the forces from your smaller territories and move them into Liang Zhou, near the western border of the map. From Liang Zhou, you'll be able to quickly move into Chang An to the southeast if it is invaded by Shu, who will make constant attempts to seize both Chang An and Liang Zhou. These two territories are your most vulnerable, so keep an eye on them.

NOTE

AS IN THE NORMANDY TURNING POINT MISSIONS, YOU CANNOT GATHER RESOURCES DURING THE COURSE OF THIS SCENARIO, AND YOU DON'T HAVE ANY CITIZENS. INSTEAD, YOU HAVE ENGINEERS, WHO CAN BUILD STRUCTURES, AND A STEADY SUPPLY OF RESOURCES BASED ON HOW MANY TERRITORIES YOU CONTROL.

Begin producing more units at Xu Chang. Set the production facilities to cycle production if you like, and wait until your population cap is maxed.



As you produce units, both Shu and Wu will begin assaulting your territories. Shu presents the biggest threat at the moment, because it's attacking territories that aren't as well-fortified as Xu Chang. Use your forces stationed in Liang Zhou to attack Shu's invaders, and use engineers to build more defenses in the territories that border Shu. Walls and towers are necessary, as are more fortresses and outposts.

NOTE

OFFER ALLIANCES TO QIANG AND WU HUAN IF YOU'D LIKE SOME HELP AGAINST YOUR ENEMIES. YOU CAN ALSO ATTEMPT TO ATTACK THEIR TERRITORIES FOR MORE RESOURCES, BUT THEIR ADDED MILITARY FORCES WILL MOST LIKELY BE MORE USEFUL.

As Shu attacks your western territories, Wu will attack Xu Chang. Your defenses will help keep them out of the enclosed section of the territory, but you'll need to move out and engage them head-on relatively soon.

CHAPTER 27: TURNING POINT—THREE KINGDOMS



When you've produced a fair number of units to bolster your main force, ride out and attack Wu's troops. Clear the invaders from Xu Chang. Wait a few minutes to replenish your troops with reinforcements, then ride south-east across the bridge into Fankou.

Destroy all of Wu's buildings in Fankou and capture the territory for yourself. This will split Jian Ye from the rest of Wu's territory, giving you a second defensive line should Wu try to recapture the territory when it's in your hands.



When Fankou is captured, build defenses close to the bridge leading into Red Cliffs. Send reinforcements in from Xu Chang, then head east into Jian Ye.

Again, destroy any of Wu's troops here, and capture the territory for yourself.

Set up defenses protecting against invaders from the south, and leave a few troops behind to defend the territory if Wu's forces get past your defenses. Jian Ye is one of the target territories, so you're one territory away from victory.

Before returning to Xu Chang, move east and take Red Cliffs from Wu as well. Red Cliffs gives you yet another line of defense, effectively preventing Wu from reaching Xu Chang without a serious fight.



Don't be concerned if Shu has taken any of your territories. Of your starting territories, only Xu Chang is vital. After taking Red Cliffs, though, begin recapturing anything Shu has seized.

Assemble a large army in Chang An. Shu's territories are better defended than Wu's, and so the upcoming final assault will require all the forces you can muster.



From Chang An, move west into Cheng Du. This is the second of the two target territories, so attempt to capture the city center here as quickly as possible. Shu will put up a serious fight and will continually produce units as long as it retains control of the territory. Keep moving reinforcements in from Xu Chang until your infantry is able to capture the city center. Wei is victorious when the city center converts to your control.

Wu Starting Assets

Territories: 5/21

Food: 1500

Wood: 1500

Stone: 1100

Gold: 1300

Tin: 1200

Iron: 1200

Primary Objectives

- Control Xu Chang, Jian Ye, and Cheng Du between yourself and Shu

Lose Conditions

- Wu or Shu control neither Jian Ye nor Cheng Du

Walkthrough

From the Wu perspective, this scenario is essentially one long, protracted battle for a single territory. Don't concern

yourself with any of Wei's ancillary land: all you want is Xu Chang.



When playing as Wu, it's vital that you have a constant supply of troops available. At the outset, move through your production buildings and set the majority of them to cycle production for all available units, with the exception of siege units. You should have one workshop produce a few rams and siege towers before you begin cycling production on artillery. Set all your rally points in a single territory, and wait for your army to grow.

As you wait, set up trade routes between your markets to generate gold, and use this gold to upgrade your units to veteran status and, when you can afford it, elite status.



CHAPTER 27: TURNING POINT—THREE KINGDOMS

You are already allied with Shu, but contact the other nations and attempt to ally with them as well. This will turn Wei hostile to these nations, and these hostilities may provide enough of a distraction that Wei's forces are occupied elsewhere when you invade Xu Chang.

If Wei attempts to invade any of your territories while you produce troops, quickly move to defend them. You can have engineers set up defenses near the Xu Chang border, but the only territory you need be overly concerned with is Jian Ye. If Wei captures both Jian Ye and Cheng Du, the scenario is lost.



As soon as you are at, or close to, your population cap, attack Xu Chang. All three accessible sides are well protected, so move in directly from the south to avoid the defenses in bordering territories.

Attack the outposts, then move up and attack the wall towers. Order your siege units to attack the gate. Wei will most likely activate the Citadel power, making the walls invulnerable for the

next 60 seconds. If you notice your siege units aren't doing any damage, return your army to your own territory and wait for the power to end. Attacking his defenses with Citadel active is pointless, and you'll do nothing but lose troops.

Wait for Citadel protection to end (you can time it by activating your own Citadel), then move in again and destroy the gate and nearby towers.



Move your troops into Xu Chang and attack the fortresses with your siege units. Move more troops into the territory, to support those already engaged. Attack the resident troops, and then systematically remove the production facilities, concentrating your attacks to remove them as quickly as possible.

You can attempt to capture the city center, but it won't be necessary. It's a better idea to destroy it, so your infantry can help engage any defenders Wei sends into the territory.

When the city center is destroyed, select a group of four or five engineers and move them into Xu Chang, along with any more troops that have been produced during the attack.

Order the engineers to build a fortress first. This will help against Wei's troops. Keep your forces in the center of the territory, attacking any enemies who attempt to stop your construction.

After the fortress is completed, build a city center. When the city center is completed, you've captured Xu Chang and won the scenario on behalf of Wu and Shu.



Chapter 28: Multiplayer

Tester Tips

One of the keys to being good at multiplayer is, quite simply, to play a lot. And no one plays more than the people who test the game. Here are some strategies for success in multiplayer games, straight from the playtesting team itself.

Seth Baker

- When a player has researched and epoched as high as the current game will allow, temples and universities should be ungarrisoned so that the citizens and priests can be used for other tasks, such as resource gathering and converting enemy units.

Elisabeth Carr

- Set unit producing buildings as control groups. All units produced there will also become part of that control group. This makes it easier to keep track of military units produced with cycle production that can be used as reinforcements in battle.

Casey Coleman

- Consider the Regional powers and wonders that a civilization has before choosing them; they can really turn the tide if used properly. Also consider the type of game it is, since some powers could be especially useful in different types of games (such as Scientific Freedom in Crowns games or Supreme Effort in Territory Control).

Minh Do

- Build a university and a temple in every territory you control. By doing this you

can develop tech points more quickly so you can reach the next epoch.


Blake Hill

- Be sure to keep an outpost near your base. Not only will it help defend against attackers, but it will help protect you from spies!
- War isn't everything. Having someone to trade with can do wonders for your civilization.
- Quality over quantity; after researching the appropriate techs and upgrading the units, ten of a unit type can do the work of thirty!
- Spies can't be seen by other players, unless sighted by another spy or an outpost—but even then the actions of your spy won't change your diplomatic status with their target!
- Units selected as a whole and told to move will proceed at the pace of the slowest unit in the batch—so mounted will be going the speed of heavy artillery. But if only one unit type is selected, the units will proceed at their best pace. Decide which way you want your units to travel.
- Make use of your special abilities. Using them can mean the difference between a minor faction and a major world power!
- In conquest games, if it comes down to a fight between you and your allies, you don't want to get caught with your forces all down—and their forces calmly moving in on your base.



- In King of the Hill games, the Hill is where all the action is. There's an advantage in having your unit production buildings nearby, so your troops don't have to go too far after being trained. Remember to keep all your civilization's strengths, abilities, and wonders in mind; you may find yourself unusually well-equipped for holding the hill.
- In Hotspots games, time is of the essence—you've got to be fast and strong if you want to grab a hotspot first and hold onto it. But remember, even after a hotspot is taken, it can be re-taken, if you have the might for it.
- In Regicide games, your king is your strongest support and your weakest point. Choose carefully between getting him involved and sending him off where he may be hard to find.
- In Capitols games, make sure you have good allies. Down doesn't necessarily mean out, and if you can convince someone to come to your aid, then you've still got a chance. Be careful of your allies, though, and don't ever trust the words, "I'm right behind you."

Jennifer Losi

- You can check which workers are slacking by pressing the idle citizen button (hotkey: ,). Use this to cycle through your citizens to ensure top productivity. This is crucial when repairing your city or walls after an attack.

Victor Romero

- Don't underestimate espionage and sabotage. Such tactics reveal useful information and may often give the upper hand.

- "The enemy of my enemy is my friend"; take advantage of alliances to team up against other players.
- "Keep your friends close, and your enemies closer"; set up scouts and spies to keep surveillance on the enemy.
- Although a territory may seem safe, never assume it is. Always have defensive structures and troops ready to defend a vital location.
- Build more than one of each type of military structure to have a continuous flow of troops.
- Allow enemies to fight each other while you consolidate forces.
- The Cycle Production button can keep your army strong as you enter battles.

Joshua Singleton

- Build warehouses as close to resources as possible. The less distance a citizen has to travel to turn in resources, the quicker you can use them.
- Have an offensive defense! An excellent strategy is to use defensive structures combined with a small military force. Outposts, wall towers, and fortresses can be overwhelming for your enemy when they are backing up your front line (especially when you have the Static Defense Doctrine).
- In the early game, set your city center to cycle production and select a citizen to build. This will give you a constant supply of citizens until you hit your current population capacity, or you run out of food.
- Use the citizens from the step above to gather stone, gold, food, and wood. These are the primary resources for producing most units in the game.

CHAPTER 28: MULTIPLAYER

- The first buildings you should build are the temple and the university. These will allow you to gather tech points at an increased rate. In addition, a few spies distributed into your opponent's territories early on isn't a bad way to discover what he or she is up to.
- Expand as quickly as possible. Holding multiple territories allows you to increase your population capacity and generate more tech points, and it gives access to additional resources.
- As soon as you hit Epoch II, begin building wall towers to defend your territories.
- Take any citizens gathering food from forage patches and build a warehouse in an open area. Then surround the warehouse with farms. Since forage patches have only a finite amount of resource, they become obsolete once farms become available.
- If you are stuck in a stalemate in Epoch XV with another player, go for his resources. Send ICBMs across and aim for warehouses and city centers. This will kill many citizens and will distract your opponent from the battle at hand. In addition, ICBMs destroy trees completely. Without wood, your opponent will be forced to use the marketplace for resources. Eventually he'll run out of money and resources.
- Try to control the uranium mines on the map. If you have all the uranium, you control the nukes!
- If a player has a large defensive line set up, your best bets are stables and mounted units.

- A player will often leave gaps in his walls, or perhaps even forget about an opening leading into his territory. Mounted units move fast enough to run right past your opponent's defensive line while only losing a few units.

Matt Stokes

- Make sure to expand quickly, but don't overstretch yourself. Never take more land than you can currently defend.
- Never have one citizen build something when five can build it much faster. Teaming workers to build is a much better (and faster) way to get your base up and running.
- Don't let neighboring countries attack you when you can attack them first. Make sure to wipe out players on your borders as soon as possible so that you don't have an enemy factory right on your doorstep.
- In continent/island games, take your land mass as fast as possible. Unless the later epochs with planes are in the game, a strong coastal defense will make it impossible for any enemy player to establish any kind of beachhead, leaving you time and space to horde resources and plan your next attack.
- Know your hotkeys and how to use control groups. This is the best way to quickly and effectively issue orders to your troops. When using control groups, you can launch an assault so quickly on another player's base that they'll be hard pressed to respond in time.
- Misdirection is key. Send a small army you don't need to hit one side of a player's base, while your main army circles around to attack from another side. Most players send their offensive



units to deal with the first thing that attacks them, leaving their base wide open for your main assault.

- Once you start to break an area, start building barracks and factories onsite to crank out more units. It's always good to send a few citizens off with your main army so they can throw up buildings near the attack. If you have to send fresh units from your main base, they usually won't make it to the fight in time.
- Elite units are called elite for a reason. Upgrading any attack is a one-time cost that affects all current and future units of that type. An upgraded army has a major advantage over a standard one.

Paulwei Wang

- When placing buildings, remember to rotate them. Because of the unit exit space required, some buildings will only fit in certain spots if they're rotated a certain way.

Jared Yeager

- If you want take control early in a Crowns game, go for the imperial crown first and choose the Think Tanks power to speed up your gathering of tech points by 10 percent. If you chose a western civilization like America, which already gets a 10 percent bonus to gathering tech points, the two powers combined will give you a noticeable boost in researching your techs and taking the crowns.
- When playing in a conquest game from Epoch I to XV, be sure to research Missile Defense. Without it, your anti-aircraft guns will be unable to shoot down incoming nuclear missiles and your opponent will be able to destroy you from the comfort of his or her base.

Basic Multiplayer Strategies

The difference between playing against the AI and playing against a human player is like night and day. When playing against the computer, much of your strategy involves taking advantage of your opponents' inability to deal with surprise, and finding holes in its AI. Though the AI can be a worthy opponent, even the best AI can be tricked, because it tends to react in predictable ways. Learning its patterns is one of the keys to success.

Playing against a human opponent, or at least a good human opponent, is pretty much the opposite. A good human player will be better able to change his or her strategy to counter your own actions. For this reason, playing against human opponents can be more difficult, but also more rewarding.

Practice

There's no easy way to get good at multiplayer, other than playing often. If you have experience with other RTS games, you'll already have an advantage when you jump in.

The best way to practice is to play against both human and AI opponents. The skirmish mode allows you to get a feel for the pace of a multiplayer game. Play skirmish matches over and over until you develop a good pattern for the early game. As in all strategy games, the early game is one of the most important sections. Establishing a good resource harvesting operation, expanding, and getting your initial troops together is essential. A good start is very important, because it gives you a strong foundation upon which to build.

The early game is essentially a pattern that you learn from repeated games. In general, you want to start with some harvesting, build your basic structures, add more to harvesting, and build some troops. Exploration is also very important. Practicing will allow you to develop a pattern that works well for you. It's basically memorization, plus the ability to apply that pattern to a new location.

Luckily, "rushing" tactics, in which hasty players build a small group of troops and attempt to attack immediately, aren't an issue in *Empire Earth II*. The cease fire option in the multiplayer game setup allows you to choose an amount of time during which no aggressive action can be taken.

Once you've learned a pattern for the early game, part of your strategy will be to learn how to adapt that pattern to your opponents' actions.

Having a basic pattern for the opening game is important, but it's also important to adapt to different game types and map sizes and styles. For instance, on small maps with several players, expansion should always be your first goal. On large maps with fewer players, you can wait a bit before expanding.

Study the Relationships

In addition to learning the basics of creating a solid foundation, it's equally important that you understand the RPS relationships between the unit classes, as well as the strengths and weaknesses of the various civilizations and regions. The troops and technologies you choose will be very dependent on whom you're playing against. When playing a Meso-American civilization, you want to research the technologies that increase capture resistance. When playing an American opponent, you'll want as many air defenses as you can afford.

Each civilization has its own strengths, and knowing these will help you counter them. You can't always choose the best civilization to counter your opponent, especially if players are choosing random civilizations, so knowing how to use the standard units to counter your opponents' unique units, as well as any bonuses they have to standard units, will give you an advantage.



Likewise, it's just as important to know the strengths of the civilization you're playing. If you're playing Mayan and you don't build plenty of priests, you're simply not using the best tools at your disposal. If you're playing Roman, and you don't have a large force of heavy infantry, you aren't taking advantage of your strongest units. Study the Civilizations and Regions chapter for a look at every region and civilization.

Being good at multiplayer requires improvisation and changing your strategy to fit the situation. There are some basic things to keep in mind, though, and certain elements of the game have a much bigger impact in multiplayer than in the single player game.

Diplomacy



Diplomacy plays a more unique role in multiplayer than in the single player campaigns. The diplomacy menu

allows you to make specific demands of other players, as well as offering them almost anything in your possession to ally with you. This puts stronger players in a great position to pick and choose their allies based on what they have to offer.

Similarly, it allows you to make offers to stronger players to help you out when you're being trounced. Give a stronger player a whole territory and they'll most likely be willing to help you fend off your assailants.

NOTE

WHEN YOU GIVE A PLAYER A TERRITORY, ALL BUILDINGS IN THAT TERRITORY REVERT TO HIS CONTROL. THE ONLY EXCEPTIONS ARE WALLS AND PALISADES, WHICH WILL REMAIN IN YOUR POSSESSION, AS WILL ALL UNITS PRESENT.

Giving units or buildings to another player can also help sweeten an alliance proposal. If your intended recipient is an epoch below you, however, that unit will devolve to the highest version of its class he can possess. This also applies to unit classes outside your recipient's technology level. For instance, if you donate a plane to a player who has not yet reached Epoch XI, he'll be able to receive the plane, but it will devolve to the earliest version of its class. Tanks work the same as planes. Though tanks fit into the RPS structure as mounted units, they're considered different units. So donating a tank to a player who does not yet have them available will

cause the tank to revert to the lowest level tank of its class.

When using diplomacy with human players, you aren't constrained by the normal restrictions of the diplomacy window. The chat window allows you the freedom to make whatever deal you want, although deals made outside of the constrictions of the diplomacy window will be slightly harder to enforce. The chat window does allow you to make your intentions very clear, though, so if you're making a deal in order to work against a particularly aggressive opponent, it's best to put that intention up front.

The Chat Window



The chat window allows you to speak with any players of your choosing. Open the chat window by pressing **[Enter]**, then choose your recipients. The chat options are very generous, and you can speak to any combination of players you choose. The three basic options are Allies, which sends the message to all players with whom you are allied, Enemies, which allows you to send the message to only hostile

players, and All, which sends your message to all players.

The Custom button gives you a bit more freedom than the general options. Clicking this button will bring up checkboxes for all players in the game. Simply check those players to whom you want to send your message. This allows you to work with certain allies to make plans for eventually turning on another ally, or to make deals with players to betray your current friends. When working with your allies or planning alliances, the chat window is one of your best tools.

War Plans



The war plans screen, though available in single-player games, is a great tool in multiplayer games. Using it, you can illustrate a plan of attack for all of your allies.

The war plans screen is essentially a very basic illustration program that allows you to create a general plan of attack that can then be sent to all or some of your allies. The war plans

screen is an excellent tool for planning a coordinated attack. It allows you to not only designate targets, but to create intricate marching plans, show ways to flank the enemy, or to guide your allies through heavily defended areas.

Allies who receive the plans can then accept them, or reject them and send their own. Through war plans, you have a very specific means of coordinating with your allies, as well as making sure everyone is in agreement about their role in an assault.

Economy



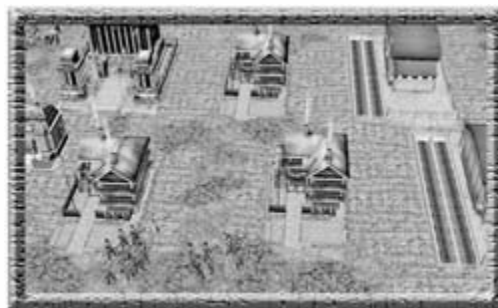
Your economy is the key to a successful military. You want to make sure you always have the maximum amount of citizens on any resource (six for most, though only three can harvest a single tree, and only one per farm). You want to have more resources than you can spend. Also be sure to set up markets between your own territories and all allied territories. Gold is not only needed to build units; it can allow you to buy any resources you're low on.

If your allies don't have markets or docks, convince them to build some.

Trading with allies benefits them as well, because they'll receive 20 percent of every transaction. If they're still being stubborn, go build one on their territory and donate it to them.

Spend every resource you can. Constantly build units, expand, and upgrade. A vibrant economy should be put to use.

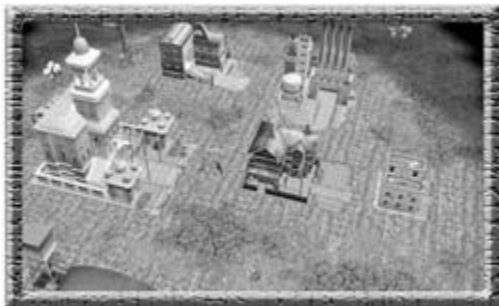
Military Production



When your economy is up and running, it's vital that you are constantly producing military units. Build as many of each production facility as you can afford, and set them all to cycle production for a single unit type. This gives you a constant supply of a variety of forces, and means that while you're distracted with a big battle, a large force of units will be laying in reserves should it fail.

A large scale attack that goes poorly can spell the end of your empire unless you already have backup forces to defend against retaliation. Cycling production allows you to set it and forget it, so that you can concentrate on more immediate tasks.

Spying and Exploration



Without a doubt, using your observation units is one of the most vital elements of a multiplayer game. From the very beginning you should be scouting, scouting, scouting. Know where your opponents are. Know what civilizations they're playing. Know where the resources are. Familiarizing yourself with the map and the locations of your opponents should be among your very first goals.

Your opponents will be neutral at first, and they'll most likely not have the military needed to repel your scouts, so keep an eye on them. When you find an opponent's base, keep your scout there and watch him. How is his economy? Is he overlooking important resources? Has he built a barracks? And, if he has, what units is he building? Has he built outposts? Any information you can gather is vital. The latter especially, because getting a spy into your opponents' territories early can be beneficial for epochs to come.

Spies and Observation Units



Build spies as soon as you can and get them out into the world. As soon as a scout has uncovered an opponent's base, send a spy over there to keep an eye on things. Your opponents won't be pleased with your scouts hanging around, but they won't know about your spies unless they get caught.

If your opponent has built outposts, you'll know where they are and can move around them. Keep your spies near their production facilities and any major harvesting areas to keep a constant eye on their production and economy.

On your own end, you need to prevent your opponents from doing the same to you. Keep a spy in your territory to watch for enemy spies, and build outposts early to guard your borders.

CAUTION

Remember, even allies can attack your spies. Killing spies will not nullify a treaty.

Once you reach Epoch XI, change spies for observation balloons, and then later upgrade to satellites. Both of these units are better at observing than spies, because they have a longer line of sight and are flying units, making them more difficult to attack.

NOTE

THE IMPORTANCE OF SPYING ON BOTH YOUR ALLIES AND YOUR ENEMIES CANNOT BE OVERSTATED. BUILD SPIES AS SOON AS YOU CAN AND SEND THEM OUT TO SCOUT ALL OF YOUR FELLOW PLAYERS.

Using the PIP

When used in collaboration with your spies, the PIP is a great tool, giving you a constant update about the areas you are watching. In multiplayer games, all of your PIP bookmarks should be used, and they should be updated constantly as new areas become important.

Don't worry too much about using the PIP for your own territories, unless you absolutely want to be able to give commands in those areas without moving there. Keep an eye on the mini map for your own territories, then hotkey over to the trouble spot if an enemy approaches.

Game Types

The type of multiplayer game you are playing will have an impact on your strategy. Knowing the win conditions of the different game types will allow you to mold your priorities to ensure victory.

Capitols



City centers cannot be destroyed; they can only be captured. In this game, you must capture and hold all of the enemy capitols, and prevent your opponents from doing the same. When playing a Capitols game, be sure to build plenty of infantry, and always have a reserve force of infantry. Without them, you can't capture. Choose a civilization that emphasizes infantry for an extra advantage.

Allied Capitols

In this variation on Capitols, you begin already allied with other players. When one team captures the opposing teams' capitol city center, they are victorious. There is one important variant in this game type: if your capitol is captured, and an ally recaptures it, it automatically reverts to your control. For this reason, it's good to keep your allies happy. It's also beneficial to help out your allies by recapturing their capitols because you'll need their support.

Conquest



Conquest is your basic, last man standing multiplayer game style. The winner is the last civilization standing or, in a team game, the last team standing. Conquest games require you to put all your knowledge and skills to use, because there's no one victory condition apart from total annihilation. Pick a civilization that suits your play style, and be sure to emphasize that civilization's strengths.

Crowns



Crowns games require you to earn a certain number of crowns and, in the Timed Crowns variation, hold them for a certain length of time. Research is the

key to Crowns games, and so you'd be wise to pick a Western civilization, all of which get significant bonuses to tech point generation and universities. Alternately, you can choose a Middle Eastern civilization and immediately shoot for the tech point bonus associated with building a wonder. Note that this bonus is a one-time thing, however, and will not provide the long term benefits of the Western science bonuses. Crowns games are won by earning the target number of crowns (two or three), or, in Timed Crowns games, by holding one crown for the duration selected during the game setup.

Hotspots



Hotspots games require you to build fortresses on target areas as they are revealed. When all hotspots have been revealed and claimed, the player with the most wins. The first hotspot is revealed immediately, and players will all likely rush to build there. Hotspots can be taken from other players, though, either through capturing the fortress or by demolishing it and building your own.

For this reason, it may be better to hang back and build up your empire a bit while players rush to claim the first hotspot. This will put you in a much better position, as the other players will have to scramble to catch up with their economies and their military.

Taking control of a territory with a hotspot is also a good idea, as that can make them much easier to defend.

King of the Hill



Similar to Hotspots games, King of the Hill games require you to control a single spot on the map. The difference is that there is only one spot, marked with a tower, and to control the hill you must capture this tower, just as you would capture an enemy building. This makes infantry important in these games, but definitely not all-important. Once you capture the hill, you gain control of the territory in which it resides and must defend the object for a preset length of time.

As in Hotspots games, taking control of the hill too early can be problematic. Everyone will come at you

once you take control, and if you aren't in good economic condition you won't be able to hold off the inevitable attack. Be patient, but if someone takes the hill early, be aggressive in helping to eliminate them.

Regicide



Regicide games are a slight variation on Conquest games, with the major difference being that in order to eliminate a player, you must kill his king. Once the king is killed, that player is taken out of the game.

Kings are not leader units. They can attack, but they have no special powers or abilities. It's obviously a bad idea to take a king into combat, and they should be garrisoned in a fortress along with as many other units as you can fit.

Icons showing your opponents' kings are visible on the full map as long as the king is in the line of sight of one of your units. Note that when a king is garrisoned in a building, this icon is still visible.

Territory Control



In Territory Control games, you must control a certain percentage of the map in order to win. This percentage can range from 30 to 90 percent, in increments of 10.

Using civilizations with expansion bonuses and powers, such as Western civilizations, can be useful, but remember that these bonuses won't help you defend your territories. Trying to find a trick to success will give you short term gains, but a player

with a strong economy and lots of troops will still be able to wrest control from you.

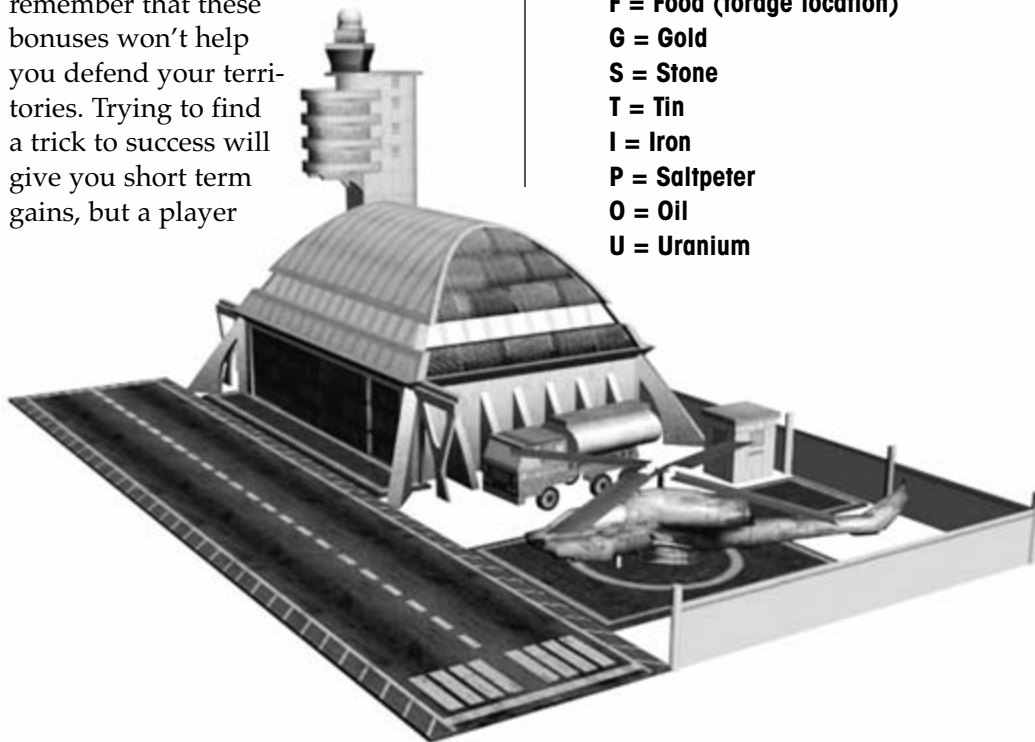
One good strategy for any civilization, though, is to shoot for the imperial crown in Territory Control games. This reduces the territory control requirements, making it easier to expand.

Multiplayer Maps

Most multiplayer games will be played on randomly generated maps. There are a few pre-made maps included, however. If you happen to be playing on one of these maps, knowing where the resources are can give you a significant advantage.

The following key applies to all multiplayer maps:

- F = Food (forage location)**
- G = Gold**
- S = Stone**
- T = Tin**
- I = Iron**
- P = Saltpeter**
- O = Oil**
- U = Uranium**

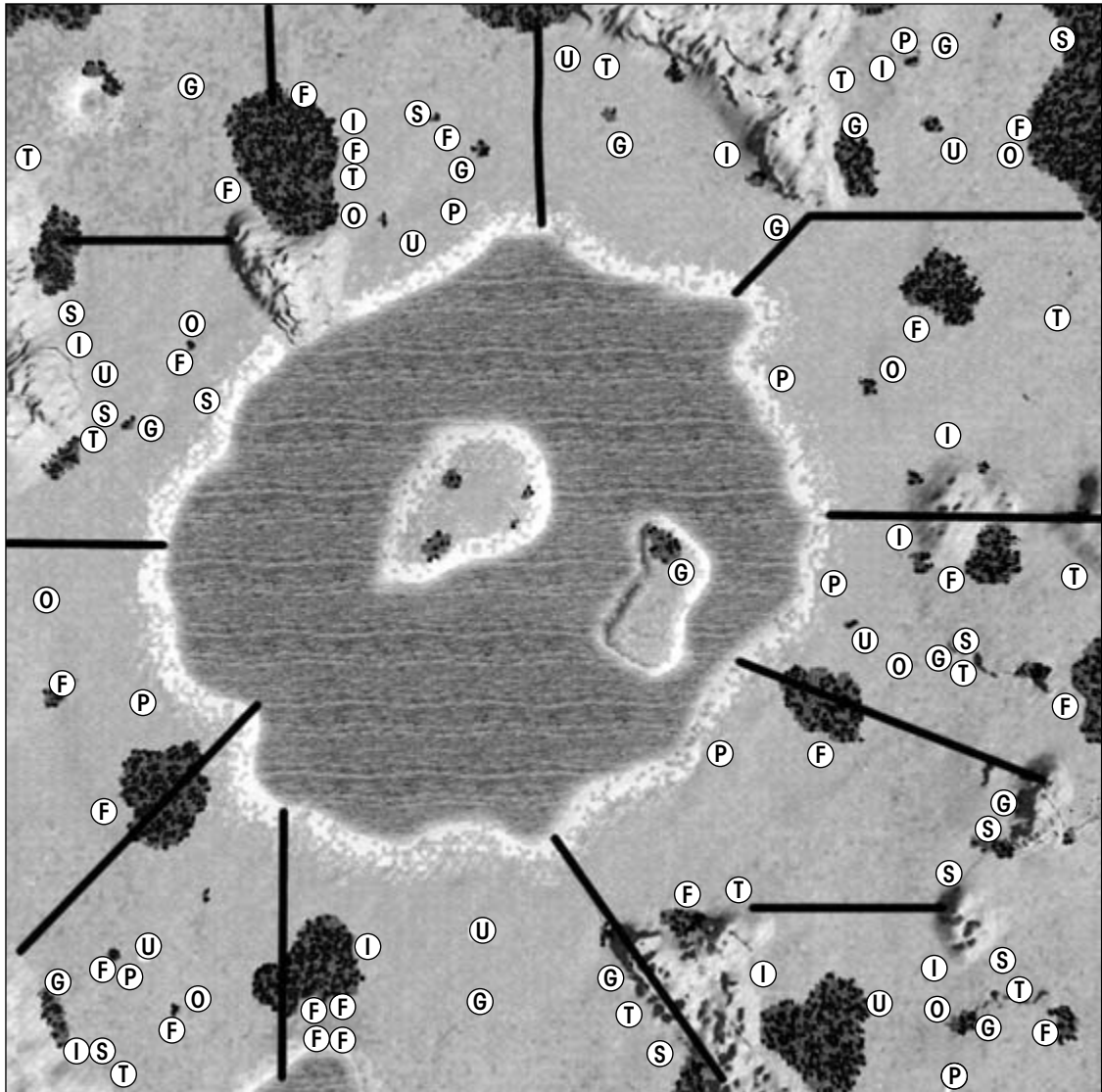




This electron micrograph shows a cross-section of a developing chick embryo. The image is characterized by various cellular structures, including nuclei and cytoplasm, which are labeled with letters in white circles. The labels include U, I, P, F, S, O, T, and G. A scale bar is visible in the bottom right corner, indicating a length of 10 micrometers.

Maximum number of players: 6

Doughnut



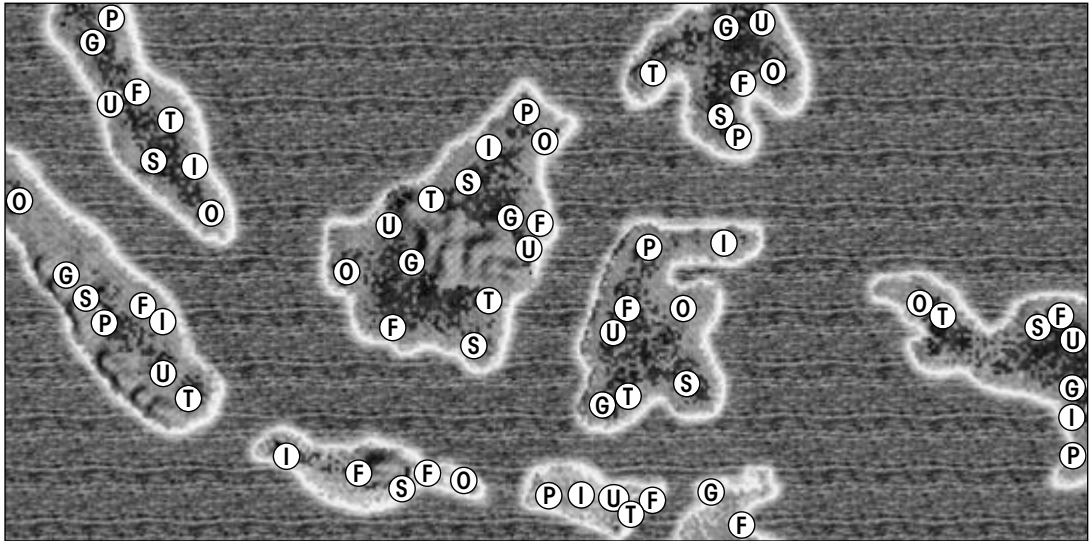
Maximum number of players: 6

Golden Triad

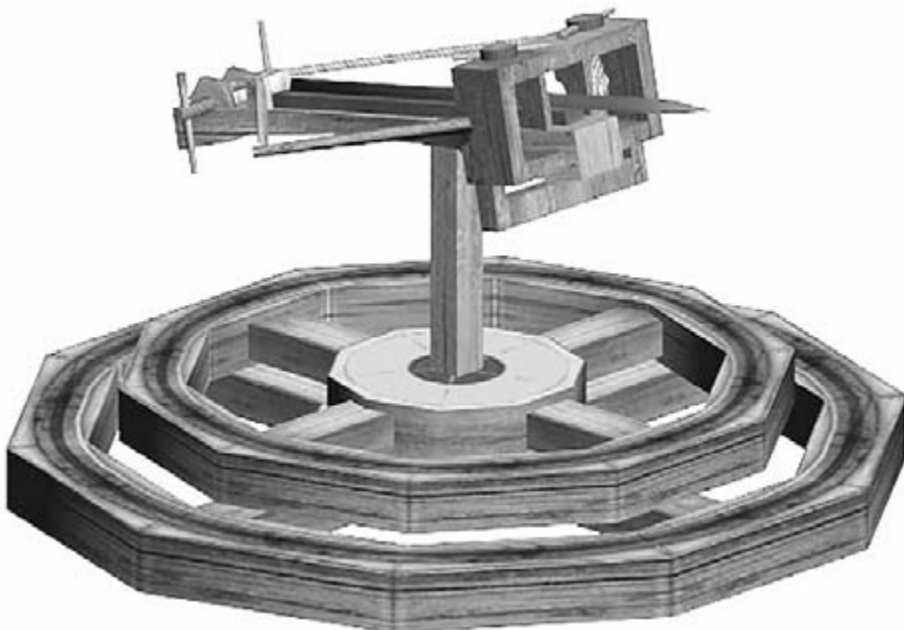


Maximum number of players: 3

Indonesia



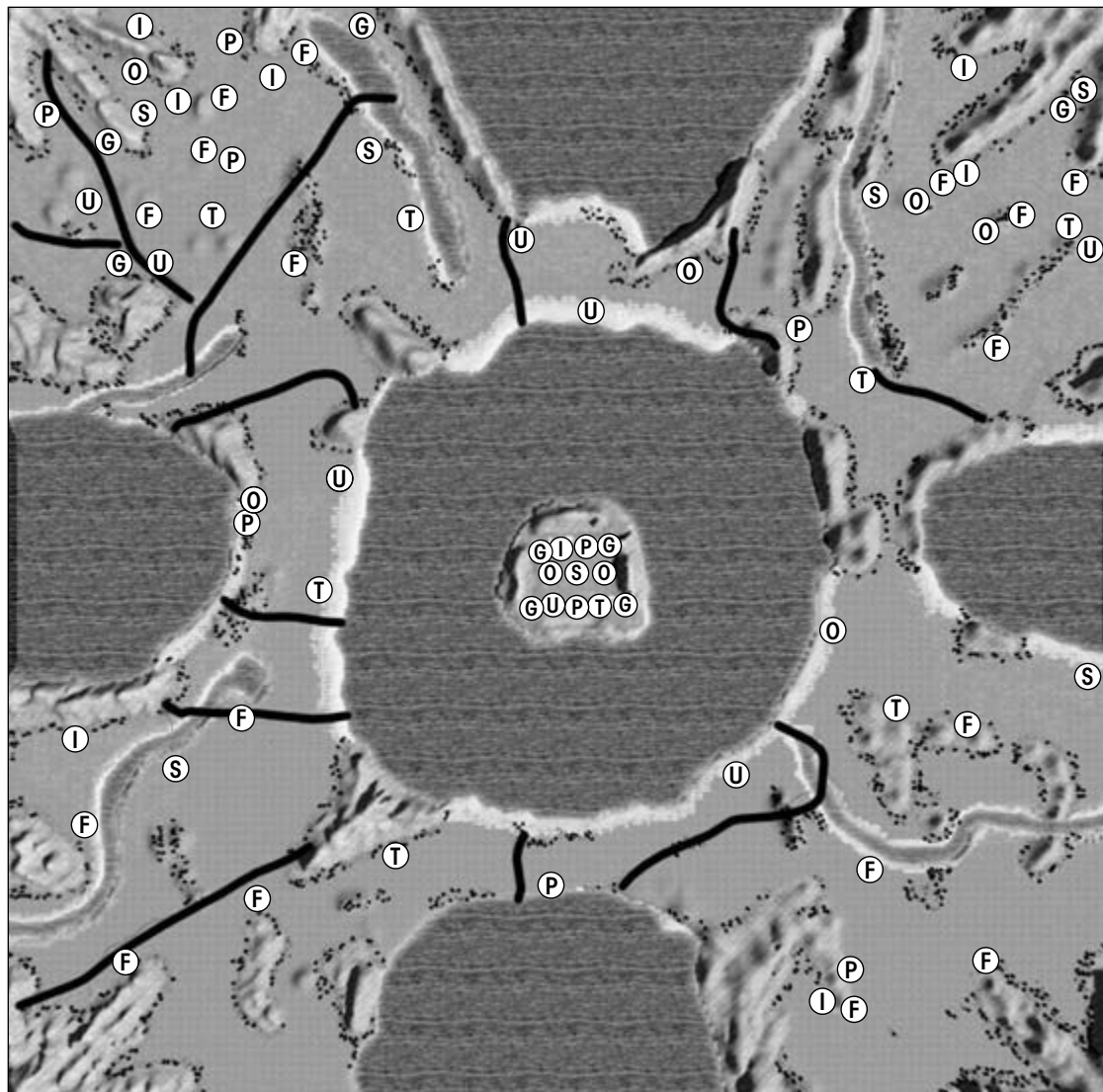
Maximum number of players: 4





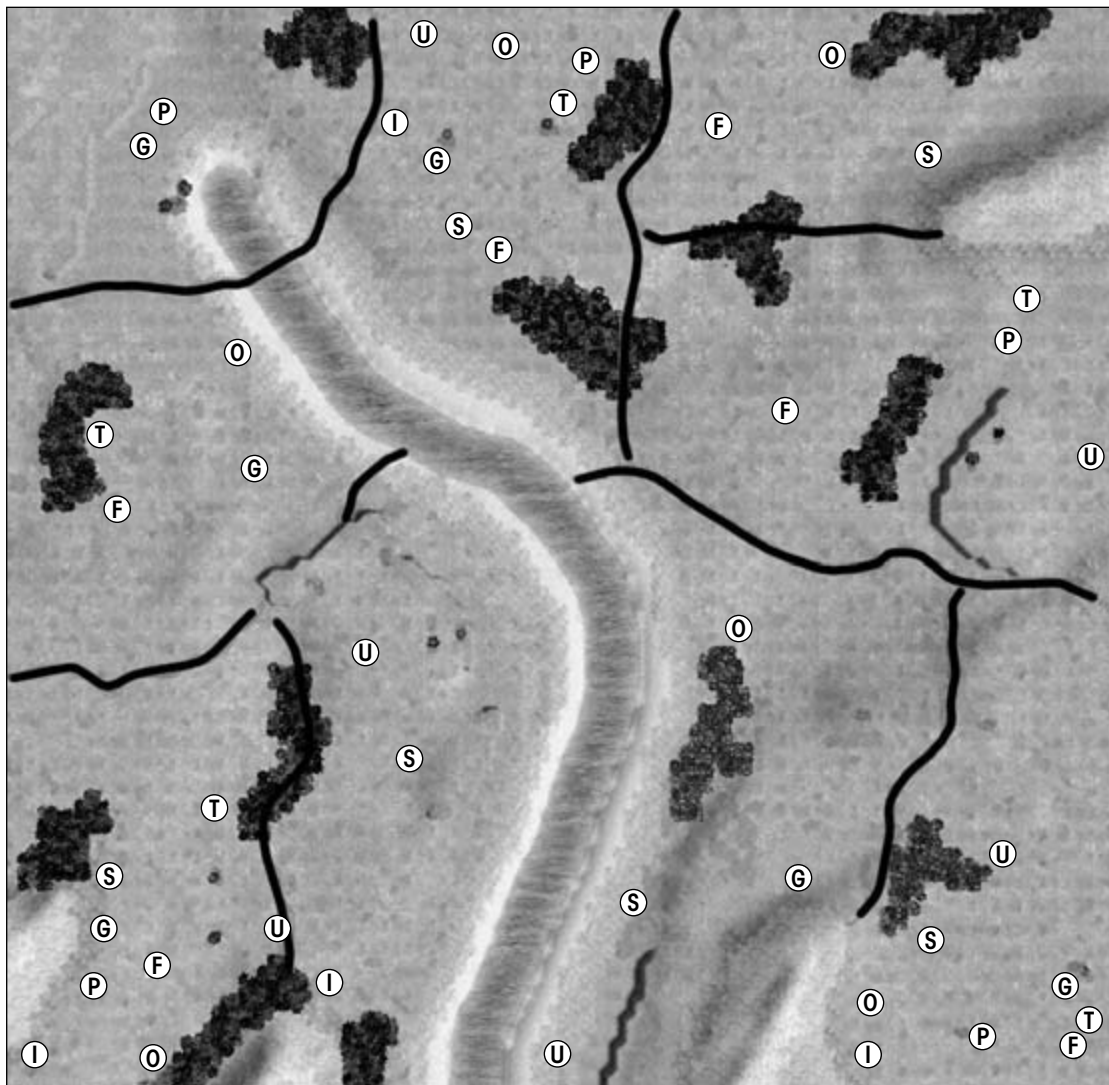
primagames.com

Spokes



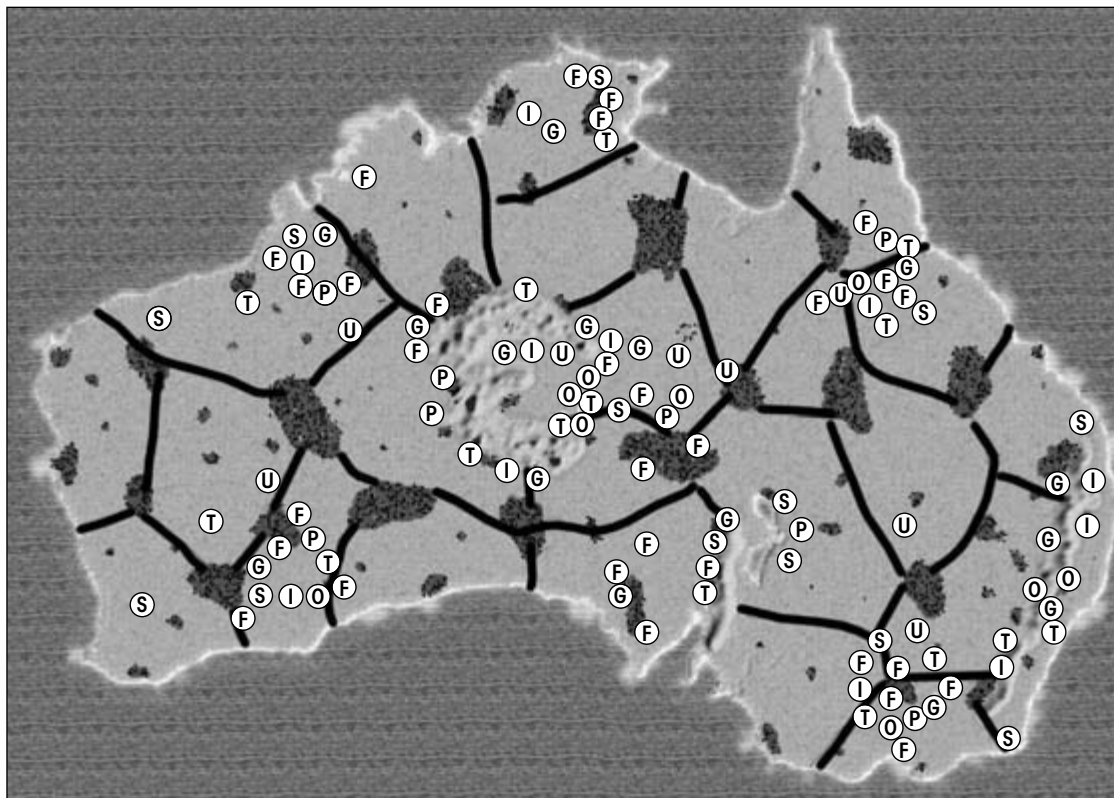
Maximum number of players: 4

Three Crowns



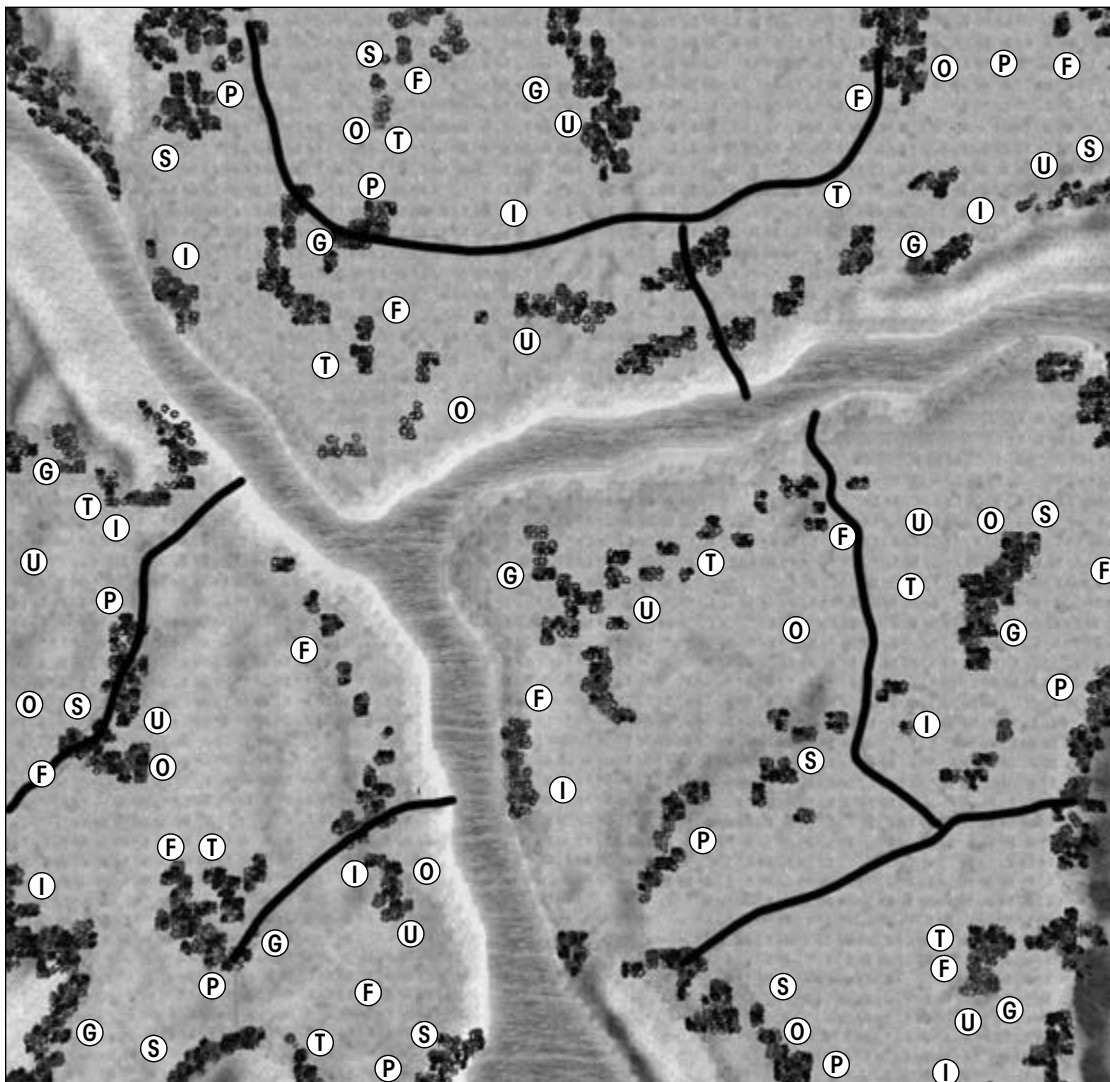
Maximum number of players: 3

Thunda Down Unda



Maximum number of players: 6

Triumvirate Tussle



Maximum number of players: 3

Chapter 29:

Regions and Civilizations

Far Eastern Civilizations

The three Far Eastern civilizations' major strengths involve their city centers. The most significant is a regional bonus that raises the population cap for city centers, allowing them to produce more units per territory controlled. Each Far Eastern city center gets a 25 percent bonus to its population cap, and these extra units allow you to make more units for any purpose. Whether you use them to garrison more warehouses for economic bonuses, garrison more universities or temples for tech point bonuses, or simply to make more military units, having more units at your disposal is always a good thing.

Far Eastern civilizations also have a significant bonus when it comes to research: every time a Far Eastern civilization advances an epoch, it gets a free technology. The benefits of this in multiplayer games, especially crowns games, are obvious. A free technology is one less technology you need to research, putting you one step closer to the crown.

In the early epochs, Far Eastern civilizations' regional power makes all walls, wall gates, and wall towers

invulnerable for the duration. Coupled with the fact that city centers have more hit points and are more difficult to capture, it can be very difficult to attack a Far Eastern civilization on its home turf in the early ages.

During the middle epochs, Far Eastern civilizations gain economic strengths. The regional power, *Burgeoning Markets*, gives a significant bonus to trade routes, while the *Forbidden Palace wonder* makes capturing buildings much more lucrative. In the later epochs, their strengths turn to combat, with a regional power that expedites production of all military units, and the *Robotics Factory*, which awards you with a free tank every 60 seconds.

Regional Bonuses

- City centers have a 25 percent higher population capacity.
- City centers have a 20 percent higher capture resistance.
- City centers have 20 percent more hit points.
- When a Far Eastern civilization advances an epoch, it receives one free research technology from the new epoch. This technology is randomly selected.



Regional Powers

Citadel

Available: Epochs I–V

Effect: Walls, wall gates, wall towers, and palisades in player-owned territory are immune to damage for the duration of the effect. This power does not affect outposts.

Burgeoning Markets

Available: Epochs VI–X

Effect: When a trade unit reaches a market or dock, the player automatically receives ten of every resource that can be harvested during the current epoch.

Overtime

Available: Epochs XI–XV

Effect: All units produced at barracks, factories, manufacturing plants, airports, hangars, and docks are built 50 percent faster.

Wonders

Tower of the Moon and Stars

Available: Epoch I

Effects: Gives all buildings their maximum line of sight, and shows all other players' city centers, as well as everything within their line of sight.



Forbidden Palace

Available: Epoch VI

Effects: When your buildings are captured, your opponent gains no resources. If you capture an enemy building, you receive a 35 percent bonus to the amount of resources looted.



Robotics Factory

Available: Epoch XI

Effects: Gives the owner a single, free heavy or light tank every 60 seconds.



China



The Chinese have a good, well-rounded civilization that isn't exceptionally strong in any one category, but they remain moderately strong throughout all the ages.

In addition to the regional bonuses, the Chinese get even further benefits to their city centers, which cost 25 percent less to build. Additionally, their heavy infantry units have 25 percent more hit points, somewhat weakening the effect of the RPS bonus for heavy artillery against heavy infantry. The heavy infantry bonus also makes the Chinese strong against light mounted, as they have both an attack bonus and the extra hit points when attacking light mounted units.

The Chinese unique units give them a strong military unit in each period of the game. The dragon archer is a light infantry unit, available to the Chinese from Epochs I to V. The

CHAPTER 29: REGIONS AND CIVILIZATIONS

dragon archer has almost twice the damage of standard light infantry and makes an excellent counter to heavy artillery units.

From Epochs VI to X, the Chinese get the dragon song heavy artillery unit. The dragon song does only a small amount of damage, compared to other heavy artillery units, but it does area damage and has a wide radius of effect. It is also quick to reload and fire. The presence of a powerful heavy artillery unit makes the Chinese especially well-suited to deal with unique heavy infantry units in the middle period, such as the American minuteman, the Turkish janissary, and the Roman mercenary.

In Epoch XI, the Chinese get the T-96, a heavy mounted tank. In addition to being a generally good tank, the T-96 makes the Chinese well-equipped to deal with civilizations that have light infantry bonus, like the Babylonians, Greeks, and Incans. The T-96 will have trouble with light mounted units, especially unique light mounted units such as the Egyptian EIFV, the German jagdpanther, and the American M18 Hellcat.

Civilization Attribute: Governors

- City centers cost 25 percent less.
- All heavy infantry units have 25 percent more hit points.

Unique Units



Dragon Archer

Available: Epoch I

Class: Light Infantry



Dragon Song

Available: Epoch VI

Class: Heavy Artillery



T-96 Tank

Available: Epoch XI

Class: Heavy Mounted

Japan



The Japanese don't have a particular strong suit until after Epoch XI. Until then, they have the considerable regional bonuses afforded by being a Far Eastern civilization, but their only civilization-specific bonus is that some unit production buildings cost 25 percent less to build. This is helpful when establishing bases, to be sure, but it doesn't offer much in terms of combat bonuses other than saving resources that can be used to build more units.

In the later epochs, however, the Japanese are a truly formidable foe. Once air power comes into play, the Japanese can be one of the toughest

opponents to face. All Japanese Tactical bombers and fighters receive a 25 percent bonus to damage. On top of this bonus, the Japanese receive the only unique plane in the game, the Zero Fighter unit, a Tactical bomber. In addition to their civilization damage bonus, Tactical bombers also have an RPS bonus against sea units. This makes the Japanese a good foil against the sea superiority of the British, or in any game where sea battles play a large role. When playing the Japanese, be sure to take advantage of their air strength. When fighting the Japanese, be sure to max out your anti-air defenses.

In addition to the Zero Fighter, the Japanese get the samurai heavy infantry unit in Epoch I, and the ninja spy in Epoch VI.

Civilization Attribute: Bushido Code

- Barracks, stables, and manufacturing plants cost 25 percent less.
- Fighters and Tactical bombers have a 25 percent damage bonus.

Unique Units



Samurai

Available: Epoch I
Class: Heavy Infantry



Ninja

Available: Epoch VI
Class: Spy



Zero Fighter

Available: Epoch XI
Class: Tactical bomber

Korea



The Korean Cultural Independence attribute grants two bonuses: their heavy mounted units do more damage, and enemy priests have a more difficult time converting Korean units. The latter gives Korea some defense against the Meso-American civilizations, whose major strengths lie in their priests and regional conversion powers.

The Korean heavy mounted damage bonus makes them exceptionally strong against light infantry, and this is especially true in the early epochs, when Korea has the unique hwarang heavy mounted unit. The hwarang is available in Epoch I, unlike standard mounted units which aren't available until Epoch II. For this reason, Korea can be extremely powerful in the very first epoch, especially against civilizations that rely on light infantry, such as the Incas and Babylonians. If fighting the Koreans, you will want to emphasize light artillery, and the Aztecs can be a good counter because of their light artillery damage bonus.

In Epoch VI, Korea gets the hwacha, a unique light artillery unit that fires flaming arrows. In Epoch XI, Korea

can build the mortar team, a light infantry unit.

Civilization Attribute: Cultural Independence

- All units are 25 percent more difficult to convert.
- All heavy mounted units have a 25 percent damage bonus.

Unique Units



Hwarang

Available: Epoch I

Class: Heavy Mounted



Hwacha

Available: Epoch VI

Class: Light Artillery



Mortar Team

Available: Epoch XI

Class: Light Infantry

Meso-American Civilizations

All three Meso-American civilizations have one advantage in common: priests. When playing as the Aztecs, Incas, or Mayans, you should rely on priests as much as possible. Meso-American civilizations have unparalleled abilities to convert enemy units, and as such can be quite devastating if you emphasize this ability.

The Meso-American conversion abilities begin strong, and stay strong throughout the game. Starting in Epoch I, Meso-American civilizations have access to Mass Conversion, a very

useful regional power when you're being invaded. The Mass Conversion power, while active, has a 45 percent chance to convert any enemies in your city limits, as well as any enemies that enter the radius while the power is active. If you're playing a Meso-American civilization and your base is under attack, use this power as soon as possible.

If you use this power against a large invading force, not only will you have a chance to instantly receive a large number of defenders, you'll also receive a great number of tech points. Every unit converted by the Meso-Americans automatically gives them three tech points.

In the middle epochs, Meso-American civilizations have access to the Great Pyramid of Tenochtitlan, which adds yet another conversion bonus: any time you convert an enemy, there is a 50 percent chance nearby units will be instantly converted as well. In the late game, the Cloning Technology regional power enhances conversion even further: any time a unit is converted, an exact duplicate of it is produced directly next to the converted unit.

Regional Bonuses

- Temples generate tech points 10 percent faster.
- Temples have a 20 percent bonus to capture resistance.
- Temples have a 20 percent hit point bonus.
- You receive 3 tech points for every enemy you convert.



Regional Powers

Mass Conversion

Available: Epochs I–V

Effect: All units within your city limits radius, and all units that move into this radius while the power is active, have a 45 percent chance of being instantly converted.

Favor of the Gods

Available: Epochs VI–X

Effect: All buildings receive 33 percent less damage when attacked, provided they are in a territory you control and that territory has a temple.

Cloning Technology

Available: Epochs XI–XV

Effect: Every time an enemy unit is successfully converted, an exact duplicate of that unit is created directly next to it.

Wonders

Temple of the Great Jaguar

Available: Epoch I

Effect: When attacking on enemy territory, your troops receive the same morale and fervor bonuses as defending units.



Great Pyramid of Tenochtitlan

Available: Epoch VI

Effect: When a priest successfully converts an enemy unit, there is a 50 percent chance nearby units will also be converted.



Solar Power Station

Available: Epoch XI

Effect: Reduces all building construction and repair costs by 50 percent.



Aztec



The Aztecs are a solid civilization if you want the Meso-American conversion benefits but don't want to be so reliant on priests. The Aztec Pathfinding attribute gives all light artillery a 25 percent damage bonus, and removes any movement penalties in bad weather.

The light artillery bonus makes the Aztecs a solid combat civilization in all epochs, as they have a strong advantage against heavy mounted. This is especially true in later epochs, when this gives the Aztecs a strong advantage against heavy tanks. Aztecs don't have any unique units that benefit from this attack bonus. In Epoch I, Aztecs get the light infantry AtlAtl thrower. In Epoch VI, they get the heavy mounted jaguar knight. The Epoch XI unique unit is the jungle healer, a powerful medic. The jungle healer makes the Aztec priests even more formidable, as a group of several priests and several medics will be able to convert a large number of enemy troops.

When playing as the Aztecs, take advantage of bad weather. If you can hold out for a blizzard, you'll have a significant advantage when attacking

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enemy bases. They'll find it difficult to move their troops in to defend, and you can retreat easily if you're overwhelmed. If playing against Aztecs, make sure you keep your bases well defended during bad weather.

Civilization Attribute: Pathfinding

- Light artillery units receive a 25 percent damage bonus.
- All units are immune to movement penalties in bad weather.

Unique Units



AtlAtl Throwing

Available: Epoch I

Class: Light Infantry



Jaguar Knight

Available: Epoch VI

Class: Heavy Mounted



Jungle Healer

Available: Epoch XI

Class: Medic

Inca

The Incas are the most economically advanced of the three Meso-American civilizations. Though they will still be heavily dependent on priests as a result of the regional bonuses, they have good unique military units and a civilization bonus that increases their economy. The Cities of Gold attribute gives them an advantage when gathering gold; citizens get a 10 percent bonus to their gold harvesting rate. This bonus only applies to citizens who are

mining from gold deposits and does not affect trade units.



Incan light infantry units get a 25 percent hit point bonus, somewhat offsetting the RPS bonus of heavy mounted and light artillery units. The increased health of Incan light infantry is especially beneficial to the Epoch I and Epoch VI unique units, the bola thrower and the eagle warrior, both of which are light infantry units. The presence of two unique light infantry units in the early and middle epochs makes the Incans a good counter to the Turks' heavy artillery bonuses. In Epoch XI, the Incans get the thunder tank, a very powerful heavy artillery unit.

Civilization Attributes: Cities of Gold

- Citizens get a 10 percent increase to their gold harvesting rate.
- Light infantry units have a 25 percent hit point bonus.

Unique Units



Bola Thrower

Available: Epoch I

Class: Light Infantry



Eagle Warrior

Available: Epoch VI

Class: Light Infantry



Thunder Gun

Available: Epoch XI

Class: Heavy Artillery

Mayan



Though it's advantageous for all Meso-American civilizations to emphasize priests and converting, with Mayans it's crucial. Their Power of Myth attribute makes their priests stronger than any other civilization, giving them both a 25 percent bonus to their hit points and a 25 percent bonus to their power regeneration rate, allowing them to convert units much more quickly. These hit point and power regeneration bonuses also benefit Mayan spies.

Mayans don't get any civilization military bonuses, but their unique units are all good combat units. In Epoch I, Mayans get the heavy infantry Quetzal warrior. In Epoch VI, they get the light artillery hornet thrower, and in Epoch XI, they get the powerful sunray, a heavy artillery unit.

Civilization Attribute: Power of Myth

- Spies and priests recover their power 25 percent faster.
- Spies and priests have a 25 percent hit point bonus.

Unique Units



Quetzal Warrior

Available: Epoch I

Class: Heavy Infantry



Hornet Thrower

Available: Epoch VI

Class: Light Artillery



Sunray

Available: Epoch XI

Class: Heavy Artillery

Middle Eastern Civilizations

Middle Eastern civilizations get a significant bonus to their economy. Their markets are more durable and resistant to capture, and they receive more gold from trade routes. In Epoch XI these benefits are bolstered by the availability of the Black Markets power, which, when used, gives Middle Eastern civilizations a percentage of the income from all trade routes active in the world. The Middle Eastern Selimye Mosque wonder further enhances their economic strength, giving you a small amount of gold for every enemy unit killed or destroyed.

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More impressive is the benefit Middle Eastern civilizations get from building a wonder. Whenever a Middle Eastern civilization completes a wonder, they automatically receive enough tech points to complete six research technologies and advance to the next epoch. This is a significant advantage in multiplayer games, especially crowns-based games where research is all-important. When used with the Supreme Effort power, which speeds construction, this tech point bonus can give Middle Eastern civilizations an early-game advantage.

Regional Bonuses

- Trade routes are 10 percent more profitable.
- Markets have a 20 percent bonus to capture resistance.
- Markets have a 20 percent hit point bonus.
- When you complete a wonder, you instantly receive a tech point bonus. This bonus is equal to the number of tech points needed to research six technologies in your current epoch, plus the number of tech points needed to advance to the next epoch.

Regional Powers

Supreme Effort

Available: Epochs I–V

Effect: Citizens' construction speed is increased by 100 percent.

Lost City

Available: Epochs VI–X

Effect: All of the units and buildings within the city limits of a selected territory become invisible to the enemy. These units and buildings cannot be seen by spies or outposts. Units moved into the affected city's limits while the power is active are also invisible.

Black Market

Available: Epochs XI–XV

Effect: While active, this power gives the player a percentage of all revenue generated by every trade route active in the world.

Wonders

Sphinx

Available: Epoch I

Effect: Makes all of the owner's buildings immune to capture.



Selimye Mosque

Available: Epoch VI

Effect: Whenever you destroy an enemy unit, you receive 20 percent of the gold required to build that unit.



Desalinization Plant

Available: Epoch XI

Effect: Adds 35 to population cap, and increases the food harvesting rate by 50 percent.



Babylon

Babylonians have a light infantry damage bonus, which makes them especially strong against units with heavy artillery bonuses, such as the Turks. This light artillery bonus affects

its Epoch I unique unit, the Assyrian bow man, making Babylon especially strong in the early epochs. But the light infantry bonus is a strong asset throughout all the epochs. Babylon gets a unique light mounted unit in Epoch VI, the mameluke. In Epoch XI, Babylon can produce a unique heavy infantry unit, the desert fighter.



In addition to their combat bonus, Babylonians also have bonuses to espionage. Their spies recover their power 25 percent faster, and because of this Babylonian players should use this advantage to gather intelligence and sabotage enemy buildings.

Civilization Attributes: Rule of Law

- Spies recover power 25 percent faster.
- Light infantry receive 25 percent damage bonus.

Unique Units



Assyrian Bow Man

Available: Epoch I
Class: Light Infantry



Mameluke

Available: Epoch VI
Class: Light Mounted



Desert Fighter

Available: Epoch XI
Class: Heavy Infantry

Egypt



Egyptians get a significant bonus to building wonders: they cost 25 percent less to construct. This is especially beneficial considering the tech point bonus given to Middle Eastern civilizations when they complete a wonder. The Egyptian Monuments attribute also affects all light mounted units, who get a 25 percent hit point bonus.

This hit point bonus affects the Egyptian unique units available in Epochs VI and XI. Both the Bedouin and EIFV are light mounted units, which gives the Egyptians a strong advantage against light artillery units (and the Aztec light artillery bonuses) and will help slightly against civilizations that emphasize heavy infantry, such as the Romans. In Epoch I, the Egyptian unique unit is the heavy mounted royal elephant.

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Civilization Attributes: Monuments

- All wonders cost 25 percent less to build.
- Light mounted units have a 25 percent hit point bonus.

Unique Units



Royal Elephant

Available: Epoch I

Class: Heavy Mounted



Bedouin

Available: Epoch VI

Class: Light Mounted



EIFV

Available: Epoch XI

Class: Light Mounted

Turkey



The Turkish get the most significant military bonuses of the three Middle Eastern civilizations. The Fortification attribute gives them great defenses. Walls, wall gates, and wall towers cost 25 percent less to build, and palisades and palisade gates are 25 percent stronger. This makes it easier for the Turkish to stay safe within their walls

while they take advantage of the Middle Eastern economic bonuses. Additionally, Turkish heavy artillery units inflict 25 percent more damage. This makes protecting your walls even easier, as the Turkish artillery can do serious harm to invading troops as they try to break through the enhanced defenses.

The first Turkish unique unit is the spahi, a heavy mounted unit. As with the Koreans, having a heavy mounted unit in Epoch I is a nice advantage, as other mounted units aren't available until Epoch II. In Epoch VI and Epoch XI, the Turkish get unique heavy infantry units, the janissary and the trench gunner, making them especially strong against light mounted units during the middle and later epochs.

Civilization Attribute: Fortifications

- Walls, wall gates, and wall towers cost 25 percent less to build.
- Palisades and palisade gates have a 25 percent hit point bonus.
- Heavy artillery units receive a 25 percent damage bonus.

Unique Units



Spahi

Available: Epoch I

Class: Heavy Mounted



Janissary

Available: Epoch VI

Class: Heavy Infantry



Trench Gunner

Available: Epoch XI

Class: Heavy Infantry

Western Civilizations

Western civilizations have a distinct advantage when it comes to technology. Universities are more efficient, generating tech points 10 percent faster than those of other regions. Universities are also more durable, with a 20 percent hit point bonus, and have a 20 percent bonus to their capture resistance. The Western technology advantage has applications to all other areas of the game. By making advances more quickly, Western civilizations can stay slightly ahead of other civilizations in terms of military and economic technologies.

In addition to their basic regional bonuses, Western civilizations receive technology bonuses from regional powers and wonders in the middle epochs. The Epoch VI regional power reduces the research time for new technologies by 50 percent, and the Brandenburg Gate wonder grants one technology point for every five enemy units killed.

In the later epochs, Western civilizations get the distinct advantages of the Pentagon wonder. If you build this wonder, all of your houses become moderately powerful defensive units, making territories much more difficult to invade.

Regional Bonuses

- Universities generate tech points 10 percent faster.

- Universities have a 20 percent bonus to capture resistance.
- Universities have a 20 percent hit point bonus.
- Capturing an enemy's temple or universities rewards you with 10 percent more tech points than is standard.

Regional Powers

Tribal Customs

Available: Epochs I–V

Effect: The gathering rate for all resources is increased by 100 percent. This power does not affect tech point generation.

Scientific Freedom

Available: Epochs VI–X

Effect: Technology research time is reduced by 50 percent.

Rapid Deployment

Available: Epochs XI–XV

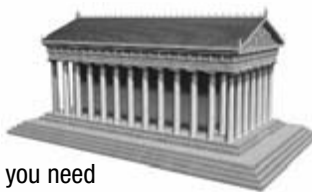
Effect: Units garrisoned in a fortress can be instantly transported to any location within your line of sight.

Wonders

Parthenon

Available: Epoch I

Effect: To capture new territories, all you need to build is a barracks and a workshop.



Brandenburg Gate

Available: Epoch VI

Effect: Gives 1 technology point for every five enemies killed.



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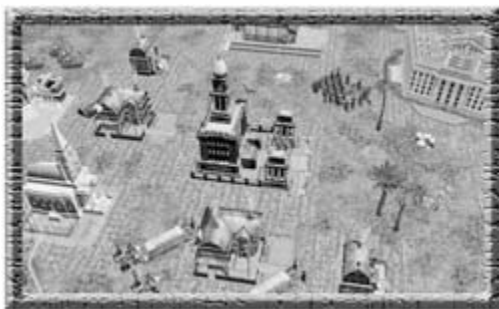
Pentagon

Available: Epoch XI

Effect: Gives houses attack capabilities. See Chapter 35 for more on this ability.



America



America doesn't have any particular military advantages during the early epochs. The Western regional bonuses will help to keep it strong, because American players can reach new epochs and use technological advances to improve their troops more quickly than non-Western civilizations. America can also use trade to bolster its gold income; its Free Enterprise attribute gives America more gold from trades.

It isn't until Epoch XI that America gets a significant military advantage. All standard American planes (that is, everything but paratrooper planes and nuclear bombers), have a 25 percent damage bonus. America is the strongest air power available, and American players should make use of this strength as soon as planes become available. When facing an American

opponent, be sure to build anti-air defenses as soon as they become available in Epoch X.

America's unique units don't add to its air advantage. Instead, America gets the frontiersman, an enhanced scout, in Epoch I, the heavy infantry minuteman in Epoch VI, and the M18 Hellcat light tank in Epoch XI.

Civilization Attribute: Free Enterprise

- Trade routes generate 25 percent more gold.
- Fighters, Tactical bombers, and bombers have a 25 percent damage bonus. This bonus does not affect nuclear bombers.

Unique Units



Frontiersman

Available: Epoch I

Class: Light Infantry, Scout



Minuteman

Available: Epoch VI

Class: Heavy Infantry



M18 Hellcat

Available: Epoch XI

Class: Light Mounted

Britain

The British rule the sea. They are the only civilization that receives a bonus to naval power, and their war galleys, fighting sails, and battleships all receive a 25 percent bonus to damage. When playing against a British opponent, build submarines and galleons to counter this

advantage, as well as Tactical bombers when they are available.



In addition to the naval damage bonus, the British also have reduced costs when building markets and docks. This means that they can more cheaply set up a large ship-building operation, as well as create a more cost-effective large trade network. The British don't have quite the same trade strength as Americans, but they can set up a good trade system more easily than other civilizations.

The British only have one combat-oriented unique unit: the light mounted light horse, first available in Epoch VI. In Epoch I the British get the druid, a more effective and robust priest unit. In Epoch XI the British have access to the MI-6 agent, a more powerful spy unit.

Civilization Attribute: Trading Companies

- Docks and markets cost 25 percent less to build.
- War galleys, fighting sail, and battleships receive a 25 percent bonus to damage.

Unique Units



Druid

Available: Epoch I

Class: Priest



Light Horse

Available: Epoch VI

Class: Light Mounted



MI-6 Agent

Available: Epoch XI

Class: Spy

Germany



Germany is not only strong on the scientific front; it also gets civilization bonuses that make it a formidable military force on the ground. German military units cost fewer special resources to produce, giving them the ability to produce more units more quickly. German heavy infantry units also get a 25 percent hit point bonus, making them slightly more useful when faced with heavy artillery.

In the middle and later epochs, Germany's unique units make it very strong against light artillery and heavy mounted. The Epoch VI unique unit is the Teutonic knight, and the Epoch XI

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unit is the jagdpantner light tank. In Epoch I, Germany gets the barbarian, a heavy infantry unit that benefits from the hit point bonus.

Civilization Attribute: Synthetic Materials

- The special resource cost for all units is reduced by 25 percent.
- Heavy infantry have a 25 percent hit point bonus.

Unique Units



Barbarian

Available: Epoch I
Class: Heavy Infantry



Teutonic Knight

Available: Epoch VI
Class: Heavy Mounted



Jagdpantner

Available: Epoch XI
Class: Light Mounted

Greece

Greece has the Socratic Method, giving them a slightly bigger advantage when it comes to research. Greek universities cost 25 percent less to build, meaning that once they expand, it's easier to get universities in every territory. This, coupled with the regional research bonus for Western civilizations, makes the Greeks one of the strongest civilizations in the game in terms of research and technology.



The Greeks do have a military bonus as well. All Greek light infantry units have a 25 percent hit point bonus. Its Epoch I and Epoch XI unique units, the hoplite and the partisan, are both heavy infantry units. During the middle epochs the Greeks have access to the Byzantine lancer, a heavy mounted unit.

Civilization Attributes: Socratic Method

- Universities cost 25 percent less to build.
- Light infantry units have a 25 percent hit point bonus.

Unique Units



Hoplite

Available: Epoch I
Class: Heavy Infantry



Byzantine Lancer

Available: Epoch VI
Class: Heavy Mounted



Partisan

Available: Epoch XI
Class: Heavy Infantry

Rome



Rome has the Art of War as its civilization attribute, and the benefits associated with it give it the strongest ground military of the Western civilizations, and one of the strongest of all the civilizations. Barracks, workshops, and factories are less expensive to build, allowing Romans to set up a large military production system more quickly. In addition, Roman heavy infantry units get a 25 percent damage bonus.

This latter bonus makes Rome very strong in terms of heavy infantry, because all of its unique units are in this class. In Epoch I, Rome gets the legionnaire, in Epoch VI, it gets the mercenary, and in Epoch XI, it gets the Arditi. Its overwhelming heavy infantry strength makes Rome very strong against light mounted units. If faced with a Roman opponent, build heavy artillery and light artillery to counter the heavy infantry strength. The Turks, with their heavy artillery bonus, are especially good against the Romans,

and the Aztecs, with their light artillery bonus, also have a slight advantage against the Romans.

Civilization Attributes: Art of War

- Barracks, workshops, and factories cost 25 percent less to build.
- Heavy infantry units receive a 25 percent bonus to damage.

Unique Units



Legionnaire

Available: Epoch I

Class: Heavy Infantry



Mercenary

Available: Epoch VI

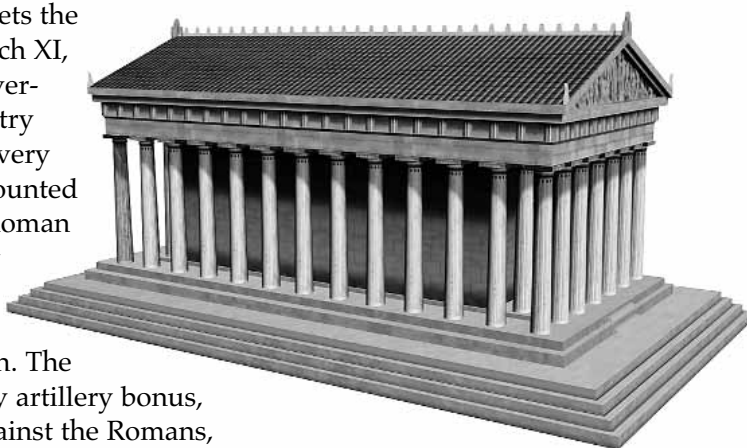
Class: Heavy Infantry



Arditi

Available: Epoch XI

Class: Heavy Infantry



Chapter 30:

Research and Crowns

Technology research and the three crowns are intrinsically linked. Though there are factors other than research that determine who wins the crowns, research plays the largest part. In this chapter, we'll look at the technologies available to research in each Epoch, as well as the powers available when you win any of the three crowns.

Technology Research

Each Epoch has twelve technologies that can be researched. Far Eastern civilizations get one free, random technology each time they advance an Epoch, but other civilizations will have to research any technologies they need.

Research requires tech points, which are generated by universities and temples. Remember that garrisoning units in these buildings will increase the rate at which they generate tech points. For more on tech points, see Chapter 1.

Technologies expire at different rates. Technologies that affect specific units will expire with the last unit. For

instance, flaked stone crafting will expire when grenadiers replace grenade pistoleers. Other technologies don't expire and will stack with other technologies that grant the same effect. Both medicine and colonialism add a +2 population cap to each house. If your civilization lasts long enough to research both technologies, each house will have a +4 population cap bonus.

Remember that technology plays an important part in advancing from one Epoch to the next. Once you've researched six technologies in an Epoch, you are eligible for the next Epoch. However, any technologies from your current Epoch that haven't been researched will be lost, and their potential effects with them.

Epoch I Research

Military Research

Weaving

Affects: Citizens
 Bonus: +20 hit points
 Hotkey: **[Alt][F1]**
 Requires: City center
 Tech point cost: 8



Fine Stone Working

Affects: All buildings
 Bonus: +10 percent capture resistance
 Hotkey: **[Alt][F2]**
 Requires: University
 Tech point cost: 8



Fire Hardened Weapons

Affects: Macemen, swordsmen, men at arms, barbarians, legionnaires, quetzal warriors, samurai
 Bonus: +10 percent damage
 Hotkey: **[Alt][F3]**
 Requires: Barracks
 Tech point cost: 8



Wheeled Cart

Affects: Stone throwers, scorpions, ballistae, culverins
 Bonus: +10 percent movement speed
 Hotkey: **[Alt][F4]**
 Requires: Workshop
 Tech point cost: 8



Economic Research

Seasonal Hunting Groups

Affects: City centers, houses
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt][F5]**
 Requires: City center
 Tech point cost: 8



Primitive Supply Caches

Affects: Citizens, fishing ships
 Bonus: +20 percent basic resource gather rate

Hotkey: **[Alt F6]**

Requires: Warehouse

Tech point cost: 8



Flaked Stone Crafting

Affects: Bow men, composite bow men, crossbow men, grenade pistoliers, Assyrian bow men, AtlAtl throwers, bola throwers, dragon archers, frontiersmen
 Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F7]**

Requires: Barracks

Tech point cost: 8



Fertility Rituals

Affects: Scouts, citizens, frontiersmen
 Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F8]**

Requires: City center

Tech point cost: 8



Imperial Research

Dried Timber Construction

Affects: City centers, houses
 Bonus: +10 percent hit points, +1 line of sight

Hotkey: **[Alt F9]**

Requires: City center

Tech point cost: 8



Fluted Projectile Points

Affects: Outposts
 Bonus: Grant attack ability

Hotkey: **[Alt F10]**

Requires: University

Tech point cost: 8



Tanning

Affects: Bow men, composite bow men, crossbow men, Assyrian bow men, AtlAtl throwers, bola throwers, dragon archers, frontiersmen
 Bonus: +10 percent hit points

Hotkey: **[Alt F11]**

Requires: Barracks

Tech point cost: 8



Prophecy

Affects: Spies, priests, druids
 Bonus: +10 percent hit points, +10 percent movement speed

Hotkey: **[Alt F12]**

Requires: Temple

Tech point cost: 8



Epoch II Research

Military Research

Horse Breeding

Affects: Mounted slingers, mounted skirmishers, horse archers
 Bonus: +10 percent damage

Hotkey: **[Alt F1]**

Requires: Stable

Tech point cost: 8



Grindstone

Affects: Barracks, workshops, factories, stables, manufacturing plants
 Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F2]**

Requires: University

Tech point cost: 8



Mathematics

Affects: Fortresses, outposts, wall towers
 Bonus: +1 line of sight, +1 range

Hotkey: **[Alt F3]**

Requires: University

Tech point cost: 8



Plows to Spears

Affects: Mounted infantry, armored cavalry, hwarangs, royal elephants, spahi

Bonus: +10 percent damage

Hotkey: **[Alt F4]**

Requires: Stable

Tech point cost: 8



Economic Research

Class Structure

Affects: Spies, priests, druids
 Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F5]**

Requires: Temple

Tech point cost: 8



Bureaucracy

Affects: Fortresses, outposts, wall towers

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F6]**

Requires: University

Tech point cost: 8



Masonry

Affects: Temples, universities, wonders
 Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F7]**

Requires: University

Tech point cost: 8



Shipwrights

Affects: All naval units

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F8]**

Requires: Docks

Tech point cost: 8



CHAPTER 30: RESEARCH AND CROWNS

Imperial Research

Herd Culling

Affects: Mounted slingers, mounted skirmishers, horse archers

Bonus: +10 percent hit points

Hotkey: **[Alt F9]**

Requires: Stable

Tech point cost: 8



Improved Defenses

Affects: Palisades, palisade gates, walls, wall gates, wall towers

Bonus: +10 percent hit points, +1 line of sight

Hotkey: **[Alt F10]**

Requires: University

Tech point cost: 8



Copper Nails

Affects: Stone throwers, scorpions, ballistae

Bonus: +10 percent hit points

Hotkey: **[Alt F11]**

Requires: Workshop

Tech point cost: 8



Ornamentation

Affects: Priests, druids

Bonus: -10 percent conversion time modifier

Hotkey: **[Alt F12]**

Requires: Temple

Tech point cost: 8



Epoch III Research

Military Research

Naval Tactics

Affects: Triremes, decaremes

Bonus: +10 percent damage

Hotkey: **[Alt F1]**

Requires: Dock

Tech point cost: 8



Warrior Class

Affects: Epoch I civilization-specific units (Assyrian bow men, AtlAtl throwers, barbarians, bola throwers, dragon archers, druids, frontiersmen, hoplites, hwarangs, legionnaires, quetzal warriors, royal elephants, samurai, spahi)

Bonus: Enable elite upgrade

Hotkey: **[Alt F2]**

Requires: Barracks

Tech point cost: 8



Archery

Affects: Composite bow men, crossbow men, Assyrian bow men, AtlAtl throwers, bola throwers, dragon archers, frontiersmen

Bonus: +10 percent damage

Hotkey: **[Alt F3]**

Requires: Barracks

Tech point cost: 8



Professional Craftsmen

Affects: Scorpions, ballistae

Bonus: +10 percent damage

Hotkey: **[Alt F4]**

Requires: Workshop

Tech point cost: 8



Economic Research

Currency

Affects: Trade carts, trading galleys, trading cogs, container ships

Bonus: Allows foreign trade

Hotkey: **[Alt F5]**

Requires: Market

Tech point cost: 8



Commercial Law

Affects: N/A

Bonus: -10 percent tribute tax

Hotkey: **[Alt F6]**

Requires: Market

Tech point cost: 8



Bronze Tools

Affects: Scorpions, ballistae

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F7]**

Requires: Workshop

Tech point cost: 8



Horse Farms

Affects: Mounted slingers, mounted skirmishers

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F8]**

Requires: Stable

Tech point cost: 8



Imperial Research Medicine

Affects: Houses

Bonus: +2 population cap (per house)

Hotkey: **[Alt F9]**

Requires: University

Tech point cost: 8



Storage Rooms

Affects: Fortresses, wall towers

Bonus: +5 garrison slots (fortresses), +2 garrison slots (wall towers)

Hotkey: **[Alt F10]**

Requires: University

Tech point cost: 8



City States

Affects: Palisades, palisade gates, walls, wall gates, wall towers

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F11]**

Requires: University

Tech point cost: 8



Masons Guild

Affects: Fortresses, outposts, wall towers

Bonus: +10 percent hit points

Hotkey: **[Alt F12]**

Requires: University

Tech point cost: 8



Epoch IV Research

Military Research

Subterfuge

Affects: Spies

Bonus: Grants Sabotage and Restore abilities

Hotkey: **[Alt] F1**

Requires: University

Tech point cost: 12



Decimal System

Affects: Catapults, trebuchets

Bonus: +10 percent damage

Hotkey: **[Alt] F2**

Requires: Workshop

Tech point cost: 12



Oceangoing Vessels

Affects: All naval units

Bonus: +10 percent movement speed

Hotkey: **[Alt] F3**

Requires: Dock

Tech point cost: 12



Recurve Bow

Affects: Composite bow men, crossbow men, Assyrian bow men, Atlatl throwers, bola throwers, dragon archers, frontiersmen

Bonus: +1 line of sight, +1 range

Hotkey: **[Alt] F4**

Requires: Barracks

Tech point cost: 12



Economic Research

Standardization of Exchange

Affects: All trade units

Bonus: +10 trade route drop-off

Hotkey: **[Alt] F5**

Requires: Market

Tech point cost: 12



Land Reclaiming

Affects: Citizens

Bonus: +20 percent special resource gather rate

Hotkey: **[Alt] F6**

Requires: Warehouse

Tech point cost: 12



Military Reforms

Affects: Swordsmen, men at arms, musketeers, spearmen, pikemen, halberdiers, barbarians, hoplites, legionnaires, quetzal warriors, samurai

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt] F7**

Requires: Barracks

Tech point cost: 12



Mechanical Engineering

Affects: Catapults, trebuchets

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt] F8**

Requires: Workshop

Tech point cost: 12



Imperial Research

Anatomy

Affects: Swordsmen, men at arms, musketeers, regulars, riflemen, assault riflemen, objective force warriors, spearmen, pikemen, halberdiers, machine gunners, mini gunners, barbarians, hoplites, legionnaires, quetzal warriors, samurai

Bonus: +10 percent hit points

Hotkey: **[Alt] F9**

Requires: Barracks

Tech point cost: 12



Geometry

Affects: Catapults

Bonus: +10 percent hit points

Hotkey: **[Alt] F10**

Requires: Workshop

Tech point cost: 12



Architecture

Affects: Temples, universities, wonders

Bonus: +10 percent hit points, +1 line of sight

Hotkey: **[Alt] F11**

Requires: University

Tech point cost: 12



Parchment

Affects: Temples, universities

Bonus: +1 garrison slot

Hotkey: **[Alt] F12**

Requires: University

Tech point cost: 12



Epoch V Research

Military Research

Fragmentation

Affects: Catapults, trebuchets, bombard cannons, siege guns, self-propelled artillery, net fire launchers

Bonus: +3 area damage radius

Hotkey: **[Alt] F1**

Requires: Workshop

Tech point cost: 12



Spring Catapult

Affects: Catapults, trebuchets, bombard cannons

Bonus: +10 percent speed

Hotkey: **[Alt] F2**

Requires: Workshop

Tech point cost: 12



CHAPTER 30: RESEARCH AND CROWNS

Theology

Affects: All units

Bonus: +10 percent conversion resistance

Hotkey: **[Alt F3]**

Requires: Temple

Tech point cost: 12



Monotheism

Affects: Occupied territories

Bonus: +3 percent fervor, +3 percent morale

Hotkey: **[Alt F4]**

Requires: University

Tech point cost: 12



Economic Research

Cartography

Affects: Trade carts

Bonus: +10 hit points, +10 movement speed

Hotkey: **[Alt F5]**

Requires: Market

Tech point cost: 12



Saddle and Stirrup

Affects: Armored cavalry, medieval cavalry, lancers, hwarangs, royal elephants, spahi

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F6]**

Requires: Stable

Tech point cost: 12



Census

Affects: City centers, warehouses

Bonus: +5 garrison slots

Hotkey: **[Alt F7]**

Requires: City center

Tech point cost: 12



Arabic Numerals

Affects: Trading carts, trading galleys, trading cogs, container ships

Bonus: -20 percent trade load time

Hotkey: **[Alt F8]**

Requires: Market

Tech point cost: 12



Imperial Research

Logic

Affects: Spies, priests, druids

Bonus: -15 percent power recharge time

Hotkey: **[Alt F9]**

Requires: University

Tech point cost: 12



Numerology

Affects: N/A

Bonus: +25 percent regional power duration

Hotkey: **[Alt F10]**

Requires: City center

Tech point cost: 12



Chain Barding

Affects: Armored cavalry, medieval cavalry, lancers, imperial lancers, hwarangs, royal elephants, spahi

Bonus: +10 percent hit points

Hotkey: **[Alt F11]**

Requires: Stable

Tech point cost: 12



Astrolabe

Affects: All naval units

Bonus: +10 percent hit points

Hotkey: **[Alt F12]**

Requires: Dock

Tech point cost: 12



Epoch VI Research

Military Research

Sanitation

Affects: Citizens

Bonus: +20 percent hit points

Hotkey: **[Alt F1]**

Requires: City center

Tech point cost: 14



Fealty

Affects: All buildings

Bonus: +10 percent capture resistance

Hotkey: **[Alt F2]**

Requires: City center

Tech point cost: 14



Chivalry

Affects: Medieval cavalry, lancers, imperial lancers, Byzantine lancers, jaguar knights, light horses, Teutonic knights

Bonus: +10 percent damage

Hotkey: **[Alt F3]**

Requires: Stable

Tech point cost: 14



Sternpost Rudder

Affects: Caravels, ships of the line, ironclads, barques, privateers, frigates, galleasses, carracks, galleons, cargo ships, merchant marines, fishing ships, trading cogs, container ships

Bonus: +10 percent speed

Hotkey: **[Alt F4]**

Requires: Dock

Tech point cost: 14



Economic Research

Water Wheel

Affects: City centers, houses
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F5]**
 Requires: City center
 Tech point cost: 14



Three Field Rotation

Affects: Citizens, fishing ships
 Bonus: +20 percent basic resource gather rate
 Hotkey: **[Alt F6]**
 Requires: Warehouse
 Tech point cost: 14



Nomads

Affects: Horse archers, carabineers, dragons, Bedouins, mamelukes
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F7]**
 Requires: Stable
 Tech point cost: 14



Professionals

Affects: Caravels, ships of the line, ironclads, barques, privateers, frigates, galleasses, carracks, galleons, cargo ships, merchant marines, fishing ships, trading cogs, container ships
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F8]**
 Requires: City center
 Tech point cost: 14



Imperial Research

Illuminated Manuscripts

Affects: Priests
 Bonus: +1 line of sight, +1 conversion range
 Hotkey: **[Alt F9]**
 Requires: Temple
 Tech point cost: 14



Architectural Innovations

Affects: City centers, houses
 Bonus: +10 percent hit points, +1 line of sight
 Hotkey: **[Alt F10]**
 Requires: City center
 Tech point cost: 14



Craft Guilds

Affects: Trebuchets, bombard cannons, siege guns, dragon songs
 Bonus: +10 percent hit points
 Hotkey: **[Alt F11]**
 Requires: Workshop
 Tech point cost: 14



Monasticism

Affects: Spies, priests, ninjas
 Bonus: +10 percent hit points, +10 percent movement speed
 Hotkey: **[Alt F12]**
 Requires: Temple
 Tech point cost: 14



Epoch VII Research

Military Research

Iron Alloys

Affects: Grenade pistoleers, grenadiers, mortars, eagle warriors
 Bonus: +10 percent damage
 Hotkey: **[Alt F1]**
 Requires: Barracks
 Tech point cost: 14



Formal Training

Affects: Barracks, workshops, stables, factories, manufacturing plants
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F2]**
 Requires: University
 Tech point cost: 14



Protected Casements

Affects: Fortresses, outposts, wall towers
 Bonus: +1 range, +1 line of sight
 Hotkey: **[Alt F3]**
 Requires: University
 Tech point cost: 14



Professional Soldiers

Affects: Musketeers, regulars, pikemen, halberdiers, mercenaries, minutemen, janissaries
 Bonus: +10 percent damage
 Hotkey: **[Alt F4]**
 Requires: Barracks
 Tech point cost: 14



Economic Research

Inquisition

Affects: Spies, priests, ninjas
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F5]**
 Requires: Temple
 Tech point cost: 14



Draftsmanship

Affects: Fortresses, outposts, wall towers
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F6]**
 Requires: University
 Tech point cost: 14



Classical Studies

Affects: Temples, universities, wonders
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F7]**
 Requires: University
 Tech point cost: 14



CHAPTER 30: RESEARCH AND CROWNS

Dockyards

Affects: Scouts, citizens

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F8]**

Requires: Dock

Tech point cost: 14



Imperial Research

Detailed Anatomy

Affects: Grenade pistoleers, grenadiers, mortars, eagle warriors

Bonus: +10 percent hit points

Hotkey: **[Alt F9]**

Requires: Barracks

Tech point cost: 14



Earthen Ramparts

Affects: Palisades, palisade gates, walls, wall gates, wall towers

Bonus: +10 percent hit points, +1 line of sight

Hotkey: **[Alt F10]**

Requires: University

Tech point cost: 14



Mobile Gun Carriages

Affects: Culverins, field guns, hornet throwers, hwachas

Bonus: +10 percent hit points

Hotkey: **[Alt F11]**

Requires: Workshop

Tech point cost: 14



Secret Societies

Affects: Spies, ninjas

Bonus: +3 percent tech points from Gather Intelligence

Hotkey: **[Alt F12]**

Requires: University

Tech point cost: 14



Epoch VIII Research

Military Research

Naval Tactics

Affects: Ships of the line, ironclads, privateers, frigates, carracks, galleons

Bonus: +10 percent damage

Hotkey: **[Alt F1]**

Requires: Dock

Tech point cost: 14



Cavalry Tactics

Affects: Carabineers, dragoons, Bedouins, mamelukes

Bonus: +10 percent damage

Hotkey: **[Alt F2]**

Requires: Stable

Tech point cost: 14



Improved Fuse

Affects: Grenade pistoleers, grenadiers, mortars, incendiary mortars, bomblet mortars, eagle warriors

Bonus: +2 area damage radius

Hotkey: **[Alt F3]**

Requires: Barracks

Tech point cost: 14



Refracting Telescope

Affects: Culverins, field guns, field artillery, hornet throwers, hwachas

Bonus: +10 percent damage

Hotkey: **[Alt F4]**

Requires: Workshop

Tech point cost: 14



Economic Research

Tactical Studies

Affects: Epoch VI civilization-specific units (Bedouins, Byzantine lancers, dragon songs, eagle warriors, hornet throwers, hwachas, janissaries, jaguar knights, light horses, mamelukes, mercenaries, minutemen, ninjas, Teutonic knights)

Bonus: Enable elite upgrade

Hotkey: **[Alt F5]**

Requires: Barracks

Tech point cost: 14



Banking

Affects: N/A

Bonus: -10 percent tribute tax

Hotkey: **[Alt F6]**

Requires: Market

Tech point cost: 14



Worm Gear

Affects: Culverins, field guns, field artillery, hornet throwers, hwachas

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F7]**

Requires: Workshop

Tech point cost: 14



Standing Armies

Affects: Grenade pistoleers, grenadiers, eagle warriors

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F8]**

Requires: Barracks

Tech point cost: 14



Imperial Research

Colonialism

Affects: Houses

Bonus: +2 population cap (per house)

Hotkey: **[Alt F9]**

Requires: City center

Tech point cost: 14



Load Bearing Beams

Affects: Fortresses, wall towers
 Bonus: +5 garrison slots (fortresses),
 +2 garrison slots (wall towers)
 Hotkey: **[Alt] F10**
 Requires: University
 Tech point cost: 14



Surveying

Affects: Palisades, palisade gates,
 walls, wall gates, wall towers
 Bonus: -10 percent cost, -10 percent
 build time
 Hotkey: **[Alt] F11**
 Requires: University
 Tech point cost: 14



Cavalry Logistics

Affects: Carabineers, dragoons,
 Bedouins, mamelukes
 Bonus: +10 percent
 hit points
 Hotkey: **[Alt] F12**
 Requires: Stable
 Tech point cost: 14



Epoch IX Research

Military Research

Fifth Column

Affects: Spies, ninjas
 Bonus: Grants Contamination and
 Decontamination abilities
 Hotkey: **[Alt] F1**
 Requires: Universities
 Tech point cost: 18



Calculus

Affects: Bombard cannons, siege guns,
 dragon songs
 Bonus: +10 percent
 damage
 Hotkey: **[Alt] F2**
 Requires: Factory
 Tech point cost: 18



Artillery Tactics

Affects: Field guns, field artillery,
 hornet throwers, hwachas
 Bonus: +10 percent
 movement speed
 Hotkey: **[Alt] F3**
 Requires: Factory
 Tech point cost: 18



Canister Shot

Affects: Field guns, field artillery,
 mobile rocket launchers, fusion
 casters, hornet throwers, hwachas
 Bonus: +2 area
 damage radius
 Hotkey: **[Alt] F4**
 Requires: Factory
 Tech point cost: 18



Economic Research

Mercantilism

Affects: All trade units
 Bonus: +10 percent trade route
 drop off
 Hotkey: **[Alt] F5**
 Requires: Market
 Tech point cost: 18



Crop Rotation

Affects: Citizens
 Bonus: +20 percent basic resource
 gather rate
 Hotkey: **[Alt] F6**
 Requires: Warehouse
 Tech point cost: 18



Standardized Equipment

Affects: Regulars, halberdiers, janis-
 saries, mercenaries, minutemen
 Bonus: -10 percent cost, -10 percent
 build time
 Hotkey: **[Alt] F7**
 Requires: Barracks
 Tech point cost: 18



Machine Worked Tools

Affects: Bombard cannons, siege guns,
 self-propelled artillery, dragon songs
 Bonus: -10 percent cost, -10 percent
 build time
 Hotkey: **[Alt] F8**
 Requires: Factory
 Tech point cost: 18



Imperial Research

Quartermaster Corps

Affects: Regulars, riflemen,
 halberdiers, machine gunners,
 janissaries, mercenaries, minutemen
 Bonus: +10 percent
 hit points
 Hotkey: **[Alt] F9**
 Requires: Barracks
 Tech point cost: 18



Blast Furnace

Affects: Fortresses, outposts,
 wall towers
 Bonus: +10 percent
 hit points
 Hotkey: **[Alt] F10**
 Requires: Barracks
 Tech point cost: 18



Scientific Instruments

Affects: Temples, universities, wonders
 Bonus: +10 hit points,
 +1 line of sight
 Hotkey: **[Alt] F11**
 Requires: University
 Tech point cost: 18



Rationalism

Affects: Temples, universities
 Bonus: +1 garrison slot
 Hotkey: **[Alt] F12**
 Requires: University
 Tech point cost: 18



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Epoch X Research

Military Research

Rifled Barrel

Affects: Regulars, riflemen, assault riflemen, objective force warriors, janissaries, minutemen

Bonus: +1 line of sight, +1 range

Hotkey: **[Alt F1]**

Requires: Barracks

Tech point cost: 18



Manufacturing Efficiency

Affects: Siege guns, self-propelled artillery, dragon songs

Bonus: +10 percent movement speed

Hotkey: **[Alt F2]**

Requires: Factory

Tech point cost: 18



Guerilla Tactics

Affects: All units

Bonus: +10 percent conversion resistance

Hotkey: **[Alt F3]**

Requires: Barracks

Tech point cost: 18



Nationalism

Affects: Occupied territories

Bonus: +3 percent morale, +3 percent fervor

Hotkey: **[Alt F4]**

Requires: University

Tech point cost: 18



Economic Research

Railroad

Affects: Trade carts

Bonus: +10 percent hit points, +10 percent movement speed

Hotkey: **[Alt F5]**

Requires: Market

Tech point cost: 18



Standardized Training

Affects: Imperial lancers, Byzantine lancers, jaguar knights, light horses, Teutonic knights

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt F6]**

Requires: Stable

Tech point cost: 18



Urban Migration

Affects: City centers, warehouses

Bonus: +5 garrison slots

Hotkey: **[Alt F7]**

Requires: City center

Tech point cost: 18



Telegraph

Affects: Trading carts, trading cogs, container ships

Bonus: -20 percent trade load time

Hotkey: **[Alt F8]**

Requires: Market

Tech point cost: 18



Imperial Research

Public Education

Affects: Spies, priests, ninjas

Bonus: -15 percent power recharge time

Hotkey: **[Alt F9]**

Requires: University

Tech point cost: 18



Theory of Evolution

Affects: N/A

Bonus: +25 percent regional power duration

Hotkey: **[Alt F10]**

Requires: City center

Tech point cost: 18



Light Bulb

Affects: Imperial Lancers, Byzantine lancers, jaguar knights, light horses, Teutonic knights

Bonus: +10 percent hit points

Hotkey: **[Alt F11]**

Requires: City center

Tech point cost: 18



Iron Plating

Affects: All naval units

Bonus: +10 percent hit points

Hotkey: **[Alt F12]**

Requires: Dock

Tech point cost: 18



Epoch XI Research

Military Research

Unions

Affects: Citizens

Bonus: +20 percent hit points

Hotkey: **[Alt F1]**

Requires: City center

Tech point cost: 22



Urban Warfare

Affects: All buildings

Bonus: +10 percent capture resistance

Hotkey: **[Alt F2]**

Requires: City center

Tech point cost: 22



High Explosives

Affects: Riflemen, assault riflemen, objective force warriors, machine gunners, mini gunners, arditis, desert gunners, partisans, trench gunners

Bonus: +10 percent damage

Hotkey: **[Alt F3]**

Requires: Barracks

Tech point cost: 22



Telephone

Affects: Fortresses, outposts, wall towers

Bonus: +1 line of sight, +1 range

Hotkey: **[Alt] F4**

Requires: University

Tech point cost: 22



Economic Research

Industry Regulations

Affects: City centers, houses

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt] F5**

Requires: City center

Tech point cost: 22



Heavy Machinery

Affects: Citizens, fishing ships

Bonus: +20 percent basic resource gather rate

Hotkey: **[Alt] F6**

Requires: Warehouse

Tech point cost: 22



Mortar Teams

Affects: Mortars, incendiary mortars, bomblet mortars, mortar teams

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt] F7**

Requires: Barracks

Tech point cost: 22



Progressive Reforms

Affects: Scouts, citizens

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt] F8**

Requires: City center

Tech point cost: 22



Imperial Research

Mechanized Warfare

Affects: Gun tanks, tank destroyers, RPG strikers, disruptor main tanks, machine-gun tanks, assault tanks, main battle tanks, myrmidon heavy tanks, jagdpanters, T-96 tanks

Bonus: No movement

penalty in bad weather

Hotkey: **[Alt] F9**

Requires: Manufacturing plant

Tech point cost: 22



Mass Transportation

Affects: City centers, houses

Bonus: +10 percent hit points, +1 line of sight

Hotkey: **[Alt] F11**

Requires: City center

Tech point cost: 22



Camouflage

Affects: Field artillery, mobile rocket launchers, fusion casters, sunrays

Bonus: +10 percent hit points

Hotkey: **[Alt] F11**

Requires: Factory

Tech point cost: 22



Steel Construction

Affects: Palisades, palisade gates, walls, wall gates, wall towers

Bonus: +10 hit points, +1 line of sight

Hotkey: **[Alt] F12**

Requires: University

Tech point cost: 22



Epoch XII Research

Military Research

Portable Radios

Affects: Tank destroyers, RPG strikers, disruptor main tanks, jagdpanters

Bonus: +10 percent damage

Hotkey: **[Alt] F1**

Requires:

Manufacturing plant

Tech point cost: 22



Synthetic Materials

Affects: Barracks, factories, manufacturing plants

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt] F2**

Requires: University

Tech point cost: 22



Combined Arms Tactics

Affects: Field artillery, mobile rocket launchers, fusion casters, sunrays

Bonus: +10 percent speed

Hotkey: **[Alt] F3**

Requires: Factory

Tech point cost: 22



Armored Spearhead

Affects: Assault tanks, main battle tanks, myrmidon heavy tanks, T-96 tanks

Bonus: +10 percent damage

Hotkey: **[Alt] F4**

Requires:

Manufacturing plant

Tech point cost: 22



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Economic Research

Rationing

Affects: Riflemen, assault riflemen, objective force warriors, machine gunners, mini gunners, arditis, desert gunners, partisans, trench gunners
 Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt][F5]**

Requires: Barracks

Tech point cost: 22



Underground Construction

Affects: Fortresses, outposts, wall towers

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt][F6]**

Requires: University

Tech point cost: 22



Monetary Policy

Affects: N/A

Bonus: -10 percent tribute tax

Hotkey: **[Alt][F7]**

Requires: Market

Tech point cost: 22



Modular Construction

Affects: All naval units

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt][F8]**

Requires: Dock

Tech point cost: 22



Imperial Research

Reinforced Concrete

Affects: Fortresses, wall towers
 Bonus: +5 garrison slots (fortresses), +2 garrison slots (wall towers)

Hotkey: **[Alt][F9]**

Requires: University

Tech point cost: 22



Intelligence Agencies

Affects: Spies, priests, MI-6 agents
 Bonus: +10 percent hit points, +10 percent movement speed

Hotkey: **[Alt][F10]**

Requires: University

Tech point cost: 22



Rocketry

Affects: Self-propelled artillery, net fire launchers, thunder guns

Bonus: +10 percent hit points

Hotkey: **[Alt][F11]**

Requires: Factory

Tech point cost: 22



Off-shore Artillery

Affects: Battleships, missile cruisers, leviathans

Bonus: +3 area damage radius

Hotkey: **[Alt][F12]**

Requires: Dock

Tech point cost: 22



Epoch XIII Research

Military Research

Radar

Affects: Attack submarines, manta submarines, missile cruisers, leviathans, sensor destroyers, X ships

Bonus: +10 percent damage

Hotkey: **[Alt][F1]**

Requires: Dock

Tech point cost: 22



Improved Signaling Systems

Affects: Incendiary mortars, bomblet mortars, mortar teams

Bonus: +10 percent damage

Hotkey: **[Alt][F2]**

Requires: Barracks

Tech point cost: 22



Wide Body Aircraft

Affects: Paratrooper planes, heavy paratrooper planes

Bonus: +4 paratroopers

Hotkey: **[Alt][F3]**

Requires: Airport

Tech point cost: 22



GPS

Affects: Self-propelled artillery, net fire launchers, thunder guns

Bonus: +10 percent damage

Hotkey: **[Alt][F4]**

Requires: Factory

Tech point cost: 22



Economic Research

Computers

Affects: Epoch XI civilization-specific units (arditis, desert gunners, EIFVs, jagdpanters, jungle healers, M18 hellcats, MI-6 agents, mortar teams, partisans, sunrays, T-96 tanks, thunder guns, trench gunners, zero fighters)
 Bonus: Enable elite upgrade

Hotkey: **[Alt][F5]**

Requires: Barracks

Tech point cost: 22



Robotics

Affects: Main battle tanks, myrmidon heavy tanks, T-96 tanks

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt][F6]**

Requires:

Manufacturing plant

Tech point cost: 22



Plastics

Affects: Mobile rocket launchers, fusion casters, sunrays

Bonus: -10 percent cost, -10 percent build time

Hotkey: **[Alt][F7]**

Requires: Factory

Tech point cost: 22



Globalization

Affects: All trade units
 Bonus: +10 percent trade route drop off
 Hotkey: **[Alt F8]**
 Requires: Market
 Tech point cost: 22



Imperial Research

Pharmaceuticals

Affects: Houses
 Bonus: +2 population cap (per house)
 Hotkey: **[Alt F9]**
 Requires: City center
 Tech point cost: 22



Reactive Armor

Affects: RPG strikers, disruptor main tanks, jagdpanters,
 Bonus: +10 percent hit points
 Hotkey: **[Alt F10]**
 Requires: Manufacturing plant
 Tech point cost: 22



Advanced Polymers

Affects: Palisades, palisade gates, walls, wall gates, wall towers
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F11]**
 Requires: University
 Tech point cost: 22



Titanium Construction

Affects: Fortresses, outposts, wall towers
 Bonus: +10 percent hit points
 Hotkey: **[Alt F12]**
 Requires: University
 Tech point cost: 22



Epoch XIV Research

Military Research

Special Forces Teams

Affects: Spies, MI-6 agents
 Bonus: +20 percent Sabotage duration, +20 percent Contaminate damage
 Hotkey: **[Alt F1]**
 Requires: University
 Tech point cost: 26



Laser Guidance

Affects: Mobile rocket launchers, fusion casters, sunrays
 Bonus: +10 percent damage
 Hotkey: **[Alt F2]**
 Requires: Factory
 Tech point cost: 26



Fuel Cells

Affects: All naval units
 Bonus: +10 percent movement speed
 Hotkey: **[Alt F3]**
 Requires: Dock
 Tech point cost: 26



Anti-Ballistic Missile System

Affects: Ground to air missiles, gatling lasers
 Bonus: ICBM targeting possibility
 Hotkey: **[Alt F4]**
 Requires: Airport
 Tech point cost: 26



Economic Research

Remote Operated Vehicles

Affects: RPG strikers, disruptor medium tanks, jagdpanters
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F5]**
 Requires: Manufacturing plant
 Tech point cost: 26



Advanced Enrichment and Refining

Affects: Citizens
 Bonus: +20 percent special resource gather rate
 Hotkey: **[Alt F6]**
 Requires: Warehouse
 Tech point cost: 26



Gene Therapy

Affects: Spies, priests, MI-6 agents
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F7]**
 Requires: University
 Tech point cost: 26



Fiber Optics

Affects: Net fire launchers, thunder guns
 Bonus: -10 percent cost, -10 percent build time
 Hotkey: **[Alt F8]**
 Requires: Factory
 Tech point cost: 26



Imperial Research

Kevlar Body Armor

Affects: Assault riflemen, objective force warriors, mini gunners, arditis, desert gunners, partisans, trench gunners
 Bonus: +10 percent hit points
 Hotkey: **[Alt F9]**
 Requires: Barracks
 Tech point cost: 26



Reflective Fibers

Affects: Incendiary mortars, bomblet mortars, mortar teams
 Bonus: +10 percent hit points
 Hotkey: **[Alt F10]**
 Requires: Barracks
 Tech point cost: 26



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Advanced Materials

Affects: Temples, universities, wonders
Bonus: +10 percent hit points,
+1 line of sight
Hotkey: **[Alt] [F11]**
Requires: University
Tech point cost: 26



Virtual Reality

Affects: Temples, universities
Bonus: +1 garrison
slot
Hotkey: **[Alt] [F12]**
Requires: University
Tech point cost: 26



Epoch XV Research

Military Research

Implants

Affects: Medics, jungle healers
Bonus: +3 healing
radius
Hotkey: **[Alt] [F1]**
Requires: University
Tech point cost: 26



Smart Vehicles

Affects: Net fire launchers,
thunder guns
Bonus: +10 percent
movement speed
Hotkey: **[Alt] [F2]**
Requires: Factory
Tech point cost: 26



Sentient AI

Affects: All units
Bonus: +10 percent
conversion resistance
Hotkey: **[Alt] [F3]**
Requires: University
Tech point cost: 26



Sensory Enhancement

Affects: Occupied territories
Bonus: +3 percent morale,
+3 percent fervor
Hotkey: **[Alt] [F4]**
Requires: University
Tech point cost: 26



Economic Research

Automated Highways

Affects: Trade carts
Bonus: +10 percent hit points,
+10 percent movement speed
Hotkey: **[Alt] [F5]**
Requires: Market
Tech point cost: 26



Spiritual Revolution

Affects: Temples, universities, wonders
Bonus: -10 percent cost, -10 percent
build time
Hotkey: **[Alt] [F6]**
Requires: University
Tech point cost: 26



Ergonomics

Affects: City centers, warehouses
Bonus: +5 garrison slots
Hotkey: **[Alt] [F7]**
Requires: City center
Tech point cost: 26



Virtual Market

Affects: Trade carts, container ships
Bonus: -20 percent trade load time
Hotkey: **[Alt] [F8]**
Requires: Market
Tech point cost: 26



Imperial Research

Cybernetic Organisms

Affects: Spies, priests, MI-6 agents
Bonus: -15 percent power
recharge time
Hotkey: **[Alt] [F9]**
Requires: Universities
Tech point cost: 26



Artificial Brain

Affects: N/A
Bonus: +25 percent regional
power duration
Hotkey: **[Alt] [F10]**
Requires: City center
Tech point cost: 26



Magnetic Dampening Shields

Affects: Myrmidon heavy tanks,
T-96 tanks
Bonus: +10 percent hit points
Hotkey: **[Alt] [F11]**
Requires: manufact-
uring plant
Tech point cost: 26



Nano-Machines

Affects: All naval units
Bonus: +10 percent
hit points
Hotkey: **[Alt] [F12]**
Requires: Dock
Tech point cost: 26



Crowns

There are three crowns avail-
able in the game: the Military
crown, the Economic crown,
and the Imperial crown.
Various factors determine
which player wins the crown,
but the most important factor
is research: no player can win
a particular crown unless he
or she has researched all four
technologies for a particular
category in the current Epoch.
For example, to win the
Imperial crown in Epoch XIV,
you need to first research
Kevlar body armor, reflective
fibers, advanced materials,
and virtual reality, which are

the four imperial technologies available in the Epoch.

Acquiring any of the three crowns grants the winner the opportunity to choose a power. This power lasts for five minutes, and its effects are only applicable for the duration of the crown. In this section, we'll look at the effects of the various powers each crown offers. For a more detailed look at how crown ownership is determined, see Chapter 1.

Military Crown Powers

Air Superiority Doctrine

Affects: Fighters

Bonuses: 20 percent bonus to hit points and 20 percent bonus to damage

Available: Epoch XI

Amphibious Warfare Doctrine

Affects: Naval Transports

Bonuses: 50 percent bonus to hit points and 50 percent increase to movement speed

Available: Epoch I

Fire Support Doctrine

Affects: Light and heavy artillery

Bonuses: 20 percent bonus to hit points and 20 percent bonus to damage

Available: Epoch I

Infantry Doctrine

Affects: Light and heavy infantry

Bonuses: 20 percent bonus to hit points and 20 percent bonus to damage

Available: Epoch I

Mobile Warfare Doctrine

Affects: Light and heavy mounted

Bonuses: 20 percent bonus to hit points and 20 percent bonus to damage

Available: Epoch I

Sea Lanes Doctrine

Affects: Military naval units

Bonuses: 20 percent bonus to hit points and 20 percent bonus to damage

Available: Epoch I

Static Defense

Affects: Air defenses, coastal defenses, fortresses, outposts, palisades, palisade gates, walls, wall gates, wall towers

Bonuses: 20 percent increase to attack range, 20 percent bonus to hit points, 100 percent increase to line of sight (walls only)

Available: Epoch I

Strategic Bombing Doctrine

Affects: Bombers

Bonuses: 20 percent bonus to hit points and 20 percent bonus to damage

Available: Epoch XI

Vertical Envelopment Doctrine

Affects: Paratrooper planes, tactical bombers

Bonuses: 50 percent bonus to hit points and 25 percent increase to carrying capacity (paratrooper planes), 20 percent bonus to hit points and 20 percent bonus to damage (fighter-bombers)

Available: Epoch XI

Economic Crown Powers

Aviation Expertise

Affects: All planes

Bonuses: 20 percent reduction to cost and build time for all units produced at the airport

Available: Epoch XI

Farming

Affects: Citizens

Bonuses: 100 percent increase to rate of food harvesting at farms

Available: Epoch I

Food Processing

Affects: Citizens

Bonuses: 100 percent increase to rate of food harvesting from foraging and hunting

Available: Epoch I

Immigration

Affects: Citizens

Bonuses: Additional citizens appear outside your city centers

Available: Epoch I

Income Tax

Affects: Citizens

Bonuses: 100 percent increase to rate of gold harvesting

Available: Epoch I

Lumbering

Affects: Citizens

Bonuses: 100 percent increase to rate of wood harvesting

Available: Epoch I

Market Stability

Affects: Markets

Bonuses: The exchange rate for goods bought and sold at the market remains 5 to 1 or less

Available: Epoch I

CHAPTER 30: RESEARCH AND CROWNS

Quarrying

Affects: Citizens

Bonuses: 100 percent increase to rate of stone harvesting

Available: Epoch I

Retooling

Affects: Citizens

Bonuses: 100 percent increase to rate of special resource harvesting

Available: Epoch I

Rule the Waves

Affects: All naval units

Bonuses: 20 percent reduction to the cost and build time for all units built at docks

Available: Epoch I

War Economy

Affects: All ground-based military units

Bonuses: 10 percent reduction to the cost and build time for all units produced at barracks, stables, manufacturing plants, workshops, and factories

Available: Epoch I

Imperial Crown Powers

Centralization

Affects: All buildings

Bonuses: Makes all buildings 30 percent more resistant to damage and 30 percent more resistant capture
Available: Epoch I

Drills

Affects: All land units

Bonuses: 20 percent bonus to movement speed

Available: Epoch I

Expansionism

Affects: City centers

Bonuses: 30 percent increase to population cap for city centers

Available: Epoch I

Exploration

Affects: All naval units

Bonuses: 25 percent bonus to movement speed and 25 percent increase to line of sight

Available: Epoch I

Fanaticism

Affects: All units

Bonuses: Makes all units immune to conversion

Available: Epoch I

Firing Ranges

Affects: All land units with ranged attacks

Bonuses: 20 percent increase to attack range

Available: Epoch I

Missionaries

Affects: Priests

Bonuses: 25 percent reduced production cost, 25 percent bonus to movement speed, and 25 percent increase to conversion range

Available: Epoch I

Piracy

Affects: Enemy naval units

Bonuses: When you sink an enemy ship, you receive 50 percent of its resource cost

Available: Epoch I

Socialized Medicine

Affects: Units and buildings that restore health

Bonuses: 33 percent increase to the rate of healing

Available: Epoch I

Super Spies

Affects: Spies

Bonuses: 25 percent bonus to movement speed, 25 percent bonus to hit points, Sabotaged buildings remain disabled for 25 percent longer

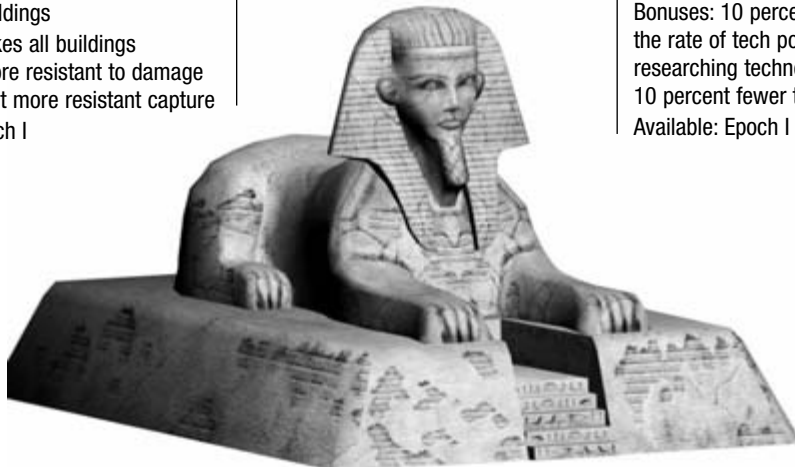
Available: Epoch I

Think Tanks

Affects: Temples, universities

Bonuses: 10 percent increase to the rate of tech point production, researching technologies costs 10 percent fewer tech points

Available: Epoch I



Population cost: 2
Produced at: Stable
Production cost: 39 food, 29 gold, 19 iron
Production time: 58.5
Range: 1
Reload time: 1.5

Veteran Medieval Cavalry

Damage: 9
Hit points: 126
Upgrade cost: 136 food, 136 gold, 136 iron

Elite Medieval Cavalry

Damage: 10
Hit points: 138
Upgrade cost: 136 food, 136 gold, 136 iron

Teutonic Knight

Available: Epoch VI
Civilization: German
Damage: 14
Hit points: 145
Line of sight: 5



Movement speed: 3.4
Population cost: 2
Produced at: Stable
Production cost: 65 food, 65 gold
Production time: 52
Range: 1
Reload time: 1

Veteran Teutonic Knight

Damage: 17
Hit points: 174
Upgrade cost: 272 food, 272 gold

Elite Teutonic Knight

Damage: 20
Hit points: 203
Upgrade cost: 300 food, 300 gold

Lancer

Available: Epoch VIII
Civilization: All
Damage: 9
Hit points: 125
Line of sight: 5
Movement speed: 3.4
Population cost: 2
Produced at: Stable
Production cost: 44 food, 34 gold, 24 iron
Production time: 58.5
Range: 1
Reload time: 1.5



Veteran Lancer

Damage: 10
Hit points: 137
Upgrade cost: 150 food, 150 gold, 150 saltpeter

Elite Lancer

Damage: 11
Hit points: 150
Upgrade cost: 150 food, 150 gold, 150 saltpeter

Imperial Lancer

Available: Epoch X
Civilization: All
Damage: 12
Hit points: 135
Line of sight: 5
Movement speed: 3.4
Population cost: 2
Produced at: Stable
Production cost: 46 food, 36 gold, 26 saltpeter
Production time: 58.5
Range: 1
Reload time: 1.5



Veteran Imperial Lancer

Damage: 13
Hit points: 148
Upgrade cost: 165 food, 165 gold, 165 saltpeter

Elite Imperial Lancer

Damage: 14
Hit points: 162
Upgrade cost: 165 food, 165 gold, 165 saltpeter

Machine-gun Tank

Available: Epoch XI
Civilization: All
Damage: 4
Hit points: 250
Line of sight: 11



Movement speed: 1.7
Population cost: 2
Produced at: Manufacturing plant
Production cost: 56 food, 46 gold, 36 oil
Production time: 65
Range: 9
Reload time: 0.75

Veteran Machine-gun Tank

Damage: 4
Hit points: 275
Upgrade cost: 172 food, 172 gold, 172 oil

Elite Machine-gun Tank

Damage: 5
Hit points: 300
Upgrade cost: 172 food, 172 gold, 172 oil

T-96 Tank

Available: Epoch XI
Civilization: Chinese
Damage: 15
Hit points: 165
Line of sight: 9



Movement speed: 1.7
Population cost: 2
Produced at: Manufacturing plant
Production cost: 79 food, 41 gold, 15 oil
Production time: 55
Range: 12
Reload time: 1.5

CHAPTER 31: LAND UNITS

Veteran T-96 Tank

Damage: 18

Hit points: 198

Upgrade cost: 344 food, 344 gold

Elite T-96 Tank

Damage: 21

Hit points: 231

Upgrade cost: 400 food, 400 gold

Assault Tank

Available: Epoch XII

Civilization: All

Damage: 22

Hit points: 275

Line of sight: 9

Movement speed: 1.7

Population cost: 2

Produced at: Manufacturing plant

Production cost: 58 food, 48 gold, 38 oil

Production time: 65

Range: 10

Reload time: 3.5

Veteran Assault Tank

Damage: 24

Hit points: 302

Upgrade cost: 179 food, 179 gold, 179 oil

Elite Assault Tank

Damage: 26

Hit points: 330

Upgrade cost: 179 food, 179 gold, 179 oil

Main Battle Tank

Available: Epoch XIII

Civilization: All

Damage: 24

Hit points: 300

Line of sight: 11

Movement speed: 1.7

Population cost: 2

Produced at: Manufacturing plant



Production cost: 60 food, 50 gold, 40 uranium

Production time: 65

Range: 10

Reload time: 3.5

Veteran Main Battle Tank

Damage: 26

Hit points: 330

Upgrade cost: 186 food, 186 gold, 186 uranium

Elite Main Battle Tank

Damage: 29

Hit points: 360

Upgrade cost: 186 food, 186 gold, 186 uranium

Gun Helicopter

Available: Epoch XIII

Civilization: All

Damage: 15

Hit points: 175

Line of sight: 10

Movement speed: 4.6

Population cost: 1

Produced at: Hangar

Production cost: 60 food, 50 gold, 35 uranium

Production time: 32

Range: 9

Reload time: 0.5

Veteran Gun Helicopter

Damage: 16

Hit points: 192

Upgrade cost: 186 food, 186 gold, 186 uranium

Elite Gun Helicopter

Damage: 18

Hit points: 210

Upgrade cost: 186 food, 186 gold, 186 uranium



Minotaur Heavy HERC

Available: Epoch XIV

Civilization: All

Damage: 50

Hit points: 450

Line of sight: 11

Movement speed: 1.7

Population cost: 2

Produced at: HERC manufacturing facility

Production cost: 50 food, 75 gold, 75 uranium

Production time: 75

Range: 10

Reload time: 3

Veteran Minotaur Heavy HERC

Damage: 55

Hit points: 495

Upgrade cost: 193 food, 193 gold, 193 uranium

Elite Minotaur Heavy HERC

Damage: 60

Hit points: 540

Upgrade cost: 193 food, 193 gold, 193 uranium

Myrmidon Heavy Tank

Available: Epoch XV

Civilization: All

Damage: 25

Hit points: 35

Line of sight: 11

Movement speed: 2.3

Population cost: 2

Produced at: Manufacturing plant

Production cost: 62 food, 52 gold, 42 uranium

Production time: 65

Range: 10

Reload time: 3



Veteran Myrmidon Heavy Tank

Damage: 27
Hit points: 385
Upgrade cost: 200 food, 200 gold, 200 uranium

Elite Myrmidon Heavy Tank

Damage: 30
Hit points: 420
Upgrade cost: 200 food, 200 gold, 200 uranium

Heavy Gun Helicopter

Available: Epoch XV

Civilization: All
Damage: 20
Hit points: 200
Line of sight: 10
Movement speed: 4.6
Population cost: 1
Produced at: Hangar
Production cost: 62 food, 52 gold, 37 uranium
Production time: 32
Range: 9
Reload time: 0.5



Veteran Heavy Gun Helicopter

Damage: 22
Hit points: 220
Upgrade cost: 200 food, 200 gold, 200 uranium

Elite Heavy Gun Helicopter

Damage: 24
Hit points: 240
Upgrade cost: 200 food, 200 gold, 200 uranium

Siege Units

Siege units are special units only available from Epochs III to VII. Two types of units are included in this category, rams and siege towers. They are very different types of units, however.

Rams are units with no ability to attack other units. They can only attack buildings, but they do a considerable amount of damage to structures and are ideal for destroying walls, fortresses, and towers. Rams do not fit into the standard RPS system.

Siege towers are, as the name implies, mobile towers. They can attack on their own but receive a substantial attack bonus if units are garrisoned within them. Every unit garrisoned in a light siege tower will give it a +16 bonus to its attack rating, and every unit garrisoned in a heavy siege tower will add a +22 bonus. Up to eight units can be garrisoned in either tower at any one time. Mounted units cannot be garrisoned in siege towers.

NOTE

UNLIKE ALL OTHER UNIT TYPES, UPGRADING A SIEGE TOWER TO VETERAN OR ELITE STATUS HAS NO EFFECT ON ITS ATTACK RATING. UPGRADES ONLY AFFECT ITS HIT POINTS.

Light Ram

Available: Epoch III

Civilization: All
Damage: 300
Hit points: 275
Line of sight: 4
Movement speed: 1.1
Population cost: 2
Produced at: Workshop
Production cost: 60 wood, 60 gold, 30 tin
Production time: 52
Range: 1
Reload time: 1



Veteran Light Ram

Damage: 330
Hit points: 302
Upgrade cost: 152 wood, 152 gold, 152 tin

Elite Light Ram

Damage: 360
Hit points: 330
Upgrade cost: 152 wood, 152 gold, 152 tin

Heavy Ram

Available: Epoch V

Civilization: All
Damage: 300
Hit points: 350
Line of sight: 4
Movement speed: 1.1
Population cost: 2
Produced at: Workshop
Production cost: 60 wood, 60 gold, 30 tin
Production time: 52
Range: 1
Reload time: 1



Veteran Heavy Ram

Damage: 330
Hit points: 385
Upgrade cost: 171 wood, 171 gold, 171 tin

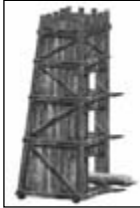
CHAPTER 31: LAND UNITS

Elite Heavy Ram

Damage: 360
Hit points: 420
Upgrade cost: 171 wood, 171 gold, 171 tin

Light Siege Tower

Available: Epoch IV
Civilization: All
Damage: 80
Hit points: 500
Line of sight: 6
Movement speed: 1.1
Population cost: 2
Produced at: Workshop
Production cost: 60 wood, 60 gold, 30 iron
Production time: 39
Range: 6
Reload time: 2.5



Veteran Light Siege Tower

Damage: 80
Hit points: 550
Upgrade cost: 161 wood, 161 gold, 161 iron

Elite Light Siege Tower

Damage: 80
Hit points: 600
Upgrade cost: 161 wood, 161 gold, 161 iron

Siege Towers

Every unit garrisoned in a siege tower adds a bonus to its attack. For light siege towers, each unit adds +16. For heavy siege towers, the bonus is +22. Here is a breakdown of the increase in damage when units are garrisoned.

LIGHT SIEGE TOWER

UNITS GARRISONED	DAMAGE
0	80
1	96
2	112
3	128
4	144
5	160
6	176
7	192
8	208

HEAVY SIEGE TOWER

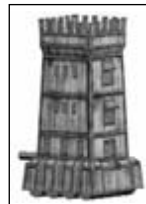
UNITS GARRISONED	DAMAGE
0	110
1	132
2	154
3	176
4	198
5	220
6	242
7	264
8	286

Either citizens or soldiers can be garrisoned in siege towers, but mounted units and artillery cannot. When a siege tower drops below 5 percent of its hit points, all garrisoned units will automatically be expelled.

Siege towers can only be used to attack enemy structures, and cannot be used to move units over enemy walls.

Heavy Siege Tower

Available: Epoch VI
Civilization: All
Damage: 110
Hit points: 700
Line of sight: 6
Movement speed: 1.1
Population cost: 2
Produced at: Workshop
Production cost: 60 wood, 60 gold, 30 iron
Production time: 39
Range: 6
Reload time: 2.5



Veteran Heavy Siege Tower

Damage: 110
Hit points: 770
Upgrade cost: 181 wood, 181 gold, 181 iron

Elite Heavy Siege Tower

Damage: 110
Hit points: 840
Upgrade cost: 181 wood, 181 gold, 181 iron

Anti-Air Units

The units in this section don't fit into the RPS hierarchy. Instead, they receive their RPS bonus against aircraft. Primarily, these units are built at the factory, but the Hades is built at the HERC manufacturing facility. Anti-air units do not become available until Epoch XI.

AA Half-Track

Available: Epoch XI

Civilization: All

Damage: 27

Hit points: 225

Line of sight: 12

Movement speed: 1.7

Population cost: 3

Produced at: Factory

Production cost: 70 food, 45 gold, 50 oil

Production time: 40

Range: 11

Reload time: 0.5



Veteran AA Half-Track

Damage: 30

Hit points: 247

Upgrade cost: 229 food, 229 gold, 229 oil

Elite AA Half-Track

Damage: 32

Hit points: 270

Upgrade cost: 229 food, 229 gold, 229 oil

Stinger HMMWV

Available: Epoch XIII

Civilization: All

Damage: 189

Hit points: 252

Line of sight: 12

Movement speed: 1.7



Population cost: 3

Produced at: Factory

Production cost: 70 food, 45 gold, 50 oil

Production time: 40

Range: 11

Reload time: 3

Veteran Stinger HMMWV

Damage: 208

Hit points: 277

Upgrade cost: 248 food, 248 gold, 248 oil

Elite Stinger HMMWV

Damage: 227

Hit points: 302

Upgrade cost: 248 food, 248 gold, 248 oil

Hades

Available: Epoch XIV

Civilization: All

Damage: 75

Hit points: 400

Line of sight: 6

Movement speed: 1.7

Population cost: 2

Produced at: HERC manufacturing facility

Production cost: 50 food, 75 gold, 75 uranium

Production time: 60

Range: 16

Reload time: 3.5



Veteran Hades

Damage: 75

Hit points: 440

Upgrade cost: 451 food, 451 gold, 451 uranium

Elite Hades

Damage: 8

Hit points: 480

Upgrade cost: 451 food, 451 gold, 451 uranium

NOTE

THE HADES' ATTACK RATING DOES NOT INCREASE WITH UPGRADES. THE HADES, HOWEVER, HAS TWO SPECIAL POWERS THAT MAKE IT A VERY USEFUL UNIT. ITS ELECTROMAGNETIC PULSE (EMP) ALLOWS IT TO FIRE A PROJECTILE THAT DISABLES ALL ENEMY HERCS IN A FIVE TILE RADIUS. AND ITS ANTI-MISSILE SHIELD PROTECTS THE UNIT, AND ANY UNIT WITHIN THE SHIELD RADIUS, FROM MISSILE ATTACKS.

Paladin Point Defense

Available: Epoch XV

Civilization: All

Damage: 146

Hit points: 288

Line of sight: 12

Movement speed: 1.7

Population cost: 3

Produced at: Factory

Production cost: 75 food, 55 gold, 55 uranium

Production time: 40

Range: 11

Reload time: 2



Veteran Paladin Point Defense

Damage: 161

Hit points: 317

Upgrade cost: 266 food, 266 gold, 266 uranium

Elite Paladin Point Defense

Damage: 175

Hit points: 346

Upgrade cost: 266 food, 266 gold, 266 uranium

Chapter 31: Land Units

The bulk of your fighting will be done on terra firma and, consequently, the bulk of your military units will be land-based. These ground units are broken into six categories: light infantry, heavy infantry, light mounted, heavy mounted, light artillery, and heavy artillery. As you move through the epics, the units representing each category will change, but their basic strengths and weaknesses will remain constant.

Units in a given category always have a strong advantage over units in another category, and a smaller advantage over units in a second category. This is known as the “rock-paper-scissors,” or RPS, effect. See Chapter 1 for a detailed look at the RPS system.

Unit Statistics

This chapter lists the most important statistics for each unit. Here’s a brief introduction to the statistics, and what, exactly, they mean.

Available—This shows the Epoch in which the unit is first available. Most units are available for two Epochs, and then replaced by a stronger version. There are exceptions, however. Civilization-specific units are available for five Epochs.

Some unit types will have periods where they are replaced every Epoch.

Civilization—Here you’ll find the civilization to which the unit is available. Most units are available to all civilizations.

Damage—The damage rating represents the base amount of damage a unit can do (though it may be modified through research, RPS factors, and civilization and regional bonuses).

Hit points—Hit points are the amount of damage a unit can take before being killed or destroyed. Damage and hit points work on a 1 to 1 ratio. If a unit does 10 damage and hits a unit with 100 hit points, the target will be reduced to 90 hit points. RPS factors will modify this damage.

Line of sight—This statistic is the number of tiles that a unit can see. Most units can only attack within their line of sight, and generally can see further than their attack range. Some units, such as heavy artillery, can attack further than their line of sight, and thus benefit from “spotter” units.

Movement speed—A unit’s movement speed is the number of tiles it moves per second.

Population cost—Each unit represents a certain portion of your population. Most units only cost one population point, but larger units, such as artillery and mounted units, will cost two or three points.

Produced at—This is the building at which the unit is generated.

Production cost—This listing shows the resources required to build the unit.

Production time—Each unit requires some time to generate. Here, you’ll learn how long it takes for the unit to be completed, as measured against the in-game clock.

Range—A unit’s range is the distance, in tiles, that it can attack. As noted above, some units can attack outside their line of sight, as long as another unit can see the target.

Reload time—A unit’s reload time is the time, in seconds, between attacks. This is important to consider in coordination with a unit’s damage rating. A unit may have a low damage rating, but if this is accompanied by a low reload time, the unit can do more damage in a short period of time.

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ALL LISTED STATISTICS ARE THE BASELINE FOR THAT UNIT AND DO NOT TAKE INTO CONSIDERATION CIVILIZATION TRAITS, RPS BONUSES, OR TECHNOLOGY UPGRADES.

Light Infantry

Light infantry are best used against heavy artillery and have a small advantage against heavy infantry. Light infantry units are first available in Epoch I. Primarily requiring wood and gold to build, light infantry units are always built at the barracks. Light infantry units will be your ranged soldiers until the introduction of saltpeter, when heavy infantry will also become ranged. Light infantry are defined by their good line of sight and decent range.

Assyrian Bow Man

Available: Epoch I
Civilization: Babylonian
Damage: 11
Hit points: 70
Line of sight: 6
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 33 wood, 30 gold, 10 tin
Production time: 27
Range: 5
Reload time: 2



Veteran Assyrian Bow Man

Damage: 13
Hit points: 84
Upgrade cost: 100 food, 100 gold

Elite Assyrian Bow Man

Damage: 15
Hit points: 98
Upgrade cost: 228 food, 228 gold

AtIAtI Thrower

Available: Epoch I
Civilization: Aztec
Damage: 10
Hit points: 95
Line of sight: 6
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 38 wood, 40 gold, 10 tin
Production time: 30
Range: 5
Reload time: 2



Veteran AtIAtI Thrower

Damage: 12
Hit points: 114
Upgrade cost: 100 food, 100 gold

Elite AtIAtI Thrower

Damage: 14
Hit points: 133
Upgrade cost: 228 food, 228 gold

Bola Thrower

Available: Epoch I
Civilization: Inca
Damage: 10
Hit points: 105
Line of sight: 6
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 41 wood, 41 gold, 8 tin
Production time: 27
Range: 5
Reload time: 2



Veteran Bola Thrower

Damage: 12
Hit points: 126
Upgrade cost: 100 food, 100 gold

Elite Bola Thrower

Damage: 14
Hit points: 137
Upgrade cost: 228 food, 228 gold

Bow Man

Available: Epoch I
Civilization: All
Damage: 7
Hit points: 60
Line of sight: 7
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 30 food, 20 wood, 10 tin
Production time: 32.5
Range: 6
Reload time: 3



Veteran Bow Man

Damage: 8
Hit points: 66
Upgrade cost: 66 food, 66 wood, 66 tin

Elite Bow Man

Damage: 9
Hit points: 72
Upgrade cost: 66 food, 66 wood, 66 tin

Dragon Archer

Available: Epoch I
Civilization: Japanese
Damage: 10
Hit points: 65
Line of sight: 6
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 25 wood, 33 gold, 10 tin
Production time: 27
Range: 5
Reload time: 2



Veteran Dragon Archer

Damage: 12

Hit points: 78

Upgrade cost: 100 food, 100 gold

Elite Dragon Archer

Damage: 14

Hit points: 91

Upgrade cost: 228 food, 228 gold

Composite Bow Man

Available: Epoch III

Civilization: All

Damage: 8

Hit points: 70

Line of sight: 7

Movement speed: 1.4

Population cost: 1

Produced at: Barracks

Production cost: 32 food, 22 wood, 12 tin

Production time: 32.5

Range: 6

Reload time: 3



Veteran Composite Bow Man

Damage: 9

Hit points: 77

Upgrade cost: 76 food, 76 wood, 76 tin

Elite Composite Bow Man

Damage: 10

Hit points: 84

Upgrade cost: 76 food, 76 wood, 76 tin

Crossbow Man

Available: Epoch V

Civilization: All

Damage: 9

Hit points: 80

Line of sight: 8

Movement speed: 1.4

Population cost: 1

Produced at: Barracks

Production cost: 34 food, 24 wood, 14 tin

Production time: 32.5

Range: 7

Reload time: 3



Veteran Crossbow Man

Damage: 10

Hit points: 88

Upgrade cost: 85 food, 85 wood, 85 tin

Elite Crossbow Man

Damage: 11

Hit points: 96

Upgrade cost: 85 food, 85 wood, 85 tin

Eagle Warrior

Available: Epoch VI

Civilization: Inca

Damage: 11

Hit points: 90

Line of sight: 5

Movement speed: 1.7

Population cost: 1

Produced at: Barracks

Production cost: 50 food, 70 wood

Production time: 27

Range: 6

Reload time: 1



Veteran Eagle Warrior

Damage: 13

Hit points: 108

Upgrade cost: 272 food, 272 gold

Elite Eagle Warrior

Damage: 15

Hit points: 126

Upgrade cost: 300 food, 300 gold

Grenade Pistooleer

Available: Epoch VII

Civilization: All

Damage: 12

Hit points: 90

Line of sight: 8

Movement speed: 1.4

Population cost: 1

Produced at: Barracks

Production cost: 39 food, 29 wood,

19 saltpeter

Production time: 32.5

Range: 7

Reload time: 3



Veteran Grenade Pistooleer

Damage: 14

Hit points: 99

Upgrade cost: 95 food, 95 wood, 95 saltpeter

Elite Grenade Pistooleer

Damage: 15

Hit points: 108

Upgrade cost: 95 food, 95 wood, 95 saltpeter

Grenadier

Available: Epoch IX

Civilization: All

Damage: 13

Hit points: 100

Line of sight: 9

Movement speed: 1.4

Population cost: 1

Produced at: Barracks

Production cost: 41 food, 31 wood, 21 saltpeter

Production time: 32.5

Range: 8

Reload time: 3



Veteran Grenadier

Damage: 15

Hit points: 110

Upgrade cost: 105 food, 105 wood, 105 saltpeter

Elite Grenadier

Damage: 16

Hit points: 120

Upgrade cost: 105 food, 105 wood, 105 saltpeter

Mortar

Available: Epoch XI

Civilization: All

Damage: 20

Hit points: 140

Line of sight: 10

Movement speed: 1.4

Population cost: 1

Produced at: Barracks



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Production cost: 46 food, 31 wood, 31 saltpeter
 Production time: 22.5
 Range: 9
 Reload time: 3

Veteran Mortar

Damage: 22
 Hit points: 154
 Upgrade cost: 115 food, 115 wood, 115 oil

Elite Mortar

Damage: 24
 Hit points: 168
 Upgrade cost: 115 food, 115 wood, 115 oil

Mortar Team

Available: Epoch XI
 Civilization: Korean
 Damage: 25
 Hit points: 179
 Line of sight: 9



Movement speed: 1.7
 Population cost: 1
 Produced at: Barracks
 Production cost: 22 wood, 30 gold, 58 oil
 Production time: 19
 Range: 8
 Reload time: 3

Veteran Mortar Team

Damage: 30
 Hit points: 215
 Upgrade cost: 344 food, 344 gold

Elite Mortar Team

Damage: 35
 Hit points: 251
 Upgrade cost: 400 food, 400 gold

Incendiary Mortar

Available: Epoch XIII
 Civilization: All
 Damage: 22
 Hit points: 160
 Line of sight: 10
 Movement speed: 1.4
 Population cost: 1
 Produced at: Barracks
 Production cost: 48 food, 32 wood, 34 oil
 Production time: 22.5
 Range: 9
 Reload time: 3



Veteran Incendiary Mortar

Damage: 24
 Hit points: 176
 Upgrade cost: 124 food, 124 wood, 124 oil

Elite Incendiary Mortar

Damage: 24
 Hit points: 192
 Upgrade cost: 124 food, 124 wood, 124 oil

Bomblet Mortar

Available: Epoch XV
 Civilization: All
 Damage: 25
 Hit points: 180
 Line of sight: 10
 Movement speed: 1.4
 Population cost: 1
 Produced at: Barracks
 Production cost: 50 food, 33 wood, 37 oil
 Production time: 22.5
 Range: 9
 Reload time: 2.5



Veteran Bomblet Mortar

Damage: 27
 Hit points: 198
 Upgrade cost: 133 food, 133 wood, 133 uranium

Elite Bomblet Mortar

Damage: 30
 Hit points: 216
 Upgrade cost: 133 food, 133 wood, 133 uranium

Heavy Infantry

Heavy infantry units are first available in Epoch I, and make up your melee fighting force until Epoch XI, when saltpeter allows the introduction of guns, and your heavy infantry units become ranged units. Heavy infantry have a strong advantage against light mounted units, and a slight advantage against light artillery.

Building heavy infantry will primarily require food and gold, and all heavy infantry units are built at the barracks. Romans have a significant advantage with heavy infantry. Not only do Romans get a 25 percent increase to damage, all three Roman special units—the legionnaire, mercenary, and arditi—are in the heavy infantry class.

Barbarian

Available: Epoch I
 Civilization: German
 Damage: 8
 Hit points: 95
 Line of sight: 5
 Movement speed: 1.4
 Population cost: 1
 Produced at: Barracks
 Production cost: 35 food, 29 gold, 20 tin
 Production time: 37.7
 Range: 1
 Reload time: 1.5



Veteran Barbarian

Damage: 10
Hit points: 114
Upgrade cost: 100 food, 100 gold

Elite Barbarian

Damage: 12
Hit points: 133
Upgrade cost: 228 food, 228 gold

Hoplite

Available: Epoch I
Civilization: Greek
Damage: 8
Hit points: 102
Line of sight: 5
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 50 wood, 30 gold, 25 tin
Production time: 40
Range: 1
Reload time: 1



Veteran Hoplite

Damage: 10
Hit points: 122
Upgrade cost: 100 food, 100 gold

Elite Hoplite

Damage: 11
Hit points: 143
Upgrade cost: 228 food, 228 gold

Legionnaire

Available: Epoch I
Civilization: Roman
Damage: 8
Hit points: 85
Line of sight: 5
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 28 food, 28 gold, 22 tin
Production time: 35
Range: 1
Reload time: 1.5



Veteran Legionnaire

Damage: 10
Hit points: 102
Upgrade cost: 100 food, 100 gold

Elite Legionnaire

Damage: 12
Hit points: 119
Upgrade cost: 228 food, 228 gold

Maceman

Available: Epoch I
Civilization: All
Damage: 5
Hit points: 75
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 35 food, 15 gold, 10 tin
Production time: 45.5
Range: 1
Reload time: 1.5



Veteran Maceman

Damage: 5
Hit points: 82
Upgrade cost: 66 food, 66 gold, 66 tin

Elite Maceman

Damage: 6
Hit points: 90
Upgrade cost: 66 food, 66 gold, 66 tin

Quetzal Warrior

Available: Epoch I
Civilization: Mayan
Damage: 11
Hit points: 68
Line of sight: 5
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 35 food, 30 gold, 18 tin
Production time: 35.1
Range: 1
Reload time: 1.5



Veteran Quetzal Warrior

Damage: 13
Hit points: 82
Upgrade cost: 100 food, 100 gold

Elite Quetzal Warrior

Damage: 15
Hit points: 96
Upgrade cost: 228 food, 228 gold

Samurai

Available: Epoch I
Civilization: Japanese
Damage: 9
Hit points: 99
Line of sight: 5
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 37 food, 34 gold, 15 tin
Production time: 35.1
Range: 1
Reload time: 1.5



Veteran Samurai

Damage: 11
Hit points: 119
Upgrade cost: 100 food, 100 gold

Elite Samurai

Damage: 13
Hit points: 139
Upgrade cost: 228 food, 228 gold

Spearman

Available: Epoch II
Civilization: All
Damage: 6
Hit points: 85
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 35 wood, 25 gold, 15 tin
Production time: 52
Range: 1
Reload time: 2



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Veteran Spearman

Damage: 7
Hit points: 93
Upgrade cost: 72 food, 72 gold, 72 tin

Elite Spearman

Damage: 7
Hit points: 102
Upgrade cost: 72 food, 72 gold, 72 tin

Swordsman

Available: Epoch III
Civilization: All
Damage: 6
Hit points: 85
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 37 food, 17 gold, 12 tin
Production time: 45.5
Range: 1
Reload time: 1.5



Veteran Swordsman

Damage: 7
Hit points: 93
Upgrade cost: 76 food, 76 gold, 76 tin

Elite Swordsman

Damage: 7
Hit points: 102
Upgrade cost: 76 food, 76 gold, 76 tin

Man at Arms

Available: Epoch V
Civilization: All
Damage: 7
Hit points: 95
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 39 food, 19 gold, 14 iron
Production time: 45.5
Range: 1
Reload time: 1.5



Veteran Man at Arms

Damage: 8
Hit points: 104
Upgrade cost: 85 food, 85 gold, 85 iron

Elite Man at Arms

Damage: 8
Hit points: 114
Upgrade cost: 85 food, 85 gold, 85 iron

Pikeman

Available: Epoch V
Civilization: All
Damage: 8
Hit points: 95
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 39 wood, 29 gold, 19 iron
Production time: 52
Range: 1
Reload time: 1.5



Veteran Pikeman

Damage: 9
Hit points: 104
Upgrade cost: 85 wood, 85 gold, 85 iron

Elite Pikeman

Damage: 10
Hit points: 114
Upgrade cost: 85 wood, 85 gold, 85 iron

Janissary

Available: Epoch VI
Civilization: Turkish
Damage: 13
Hit points: 123
Line of sight: 5
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 45 food, 38 gold
Production time: 35.1
Range: 7
Reload time: 4



Veteran Janissary

Damage: 16
Hit points: 148
Upgrade cost: 272 food, 272 gold

Elite Janissary

Damage: 18
Hit points: 172
Upgrade cost: 300 food, 300 gold

Mercenary

Available: Epoch VI
Civilization: Roman
Damage: 8
Hit points: 135
Line of sight: 5
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 45 food, 48 gold
Production time: 40
Range: 1
Reload time: 1



Veteran Mercenary

Damage: 9
Hit points: 162
Upgrade cost: 272 food, 272 gold

Elite Mercenary

Damage: 10
Hit points: 189
Upgrade cost: 300 food, 300 gold

Minuteman

Available: Epoch VI
Civilization: American
Damage: 13
Hit points: 130
Line of sight: 8
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 59 food, 55 gold
Production time: 40
Range: 7
Reload time: 2.5



Veteran Minuteman

Damage: 16
Hit points: 156
Upgrade cost: 272 food, 272 gold

Elite Minuteman

Damage: 18
Hit points: 182
Upgrade cost: 300 food, 300 gold

Musketeer

Available: Epoch VII
Civilization: All
Damage: 11
Hit points: 105
Line of sight: 8
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 44 food, 24 gold, 19 saltpeter
Production time: 45.5
Range: 7
Reload time: 3



Veteran Musketeer

Damage: 12
Hit points: 115
Upgrade cost: 95 food, 95 gold, 95 saltpeter

Elite Musketeer

Damage: 13
Hit points: 126
Upgrade cost: 95 food, 95 gold, 95 saltpeter

Halberdier

Available: Epoch VIII
Civilization: All
Damage: 9
Hit points: 115
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Barracks



Production cost: 44 wood, 27 gold, 22 saltpeter
Production time: 52
Range: 1
Reload time: 1.35

Veteran Halberdier

Damage: 10
Hit points: 126
Upgrade cost: 100 wood, 100 gold, 100 saltpeter

Elite Halberdier

Damage: 11
Hit points: 138
Upgrade cost: 100 wood, 100 gold, 100 saltpeter

Regular

Available: Epoch IX
Civilization: All
Damage: 12
Hit points: 115
Line of sight: 9
Movement speed: 1.7
Population cost: 1



Produced at: Barracks
Production cost: 45 food, 26 gold, 21 saltpeter
Production time: 45.5
Range: 8
Reload time: 3

Veteran Regular

Damage: 13
Hit points: 126
Upgrade cost: 105 food, 105 gold, 105 saltpeter

Elite Regular

Damage: 14
Hit points: 138
Upgrade cost: 105 food, 105 gold, 105 saltpeter

Arditi

Available: Epoch XI
Civilization: Roman
Damage: 10
Hit points: 205
Line of sight: 8
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 55 food, 43 gold, 34 oil
Production time: 35
Range: 6
Reload time: 1.5



Veteran Ardit

Damage: 12
Hit points: 246
Upgrade cost: 344 food, 344 gold

Elite Ardit

Damage: 14
Hit points: 287
Upgrade cost: 400 food, 400 gold

Desert Fighter

Available: Epoch XI
Civilization: Babylonian
Damage: 20
Hit points: 217
Line of sight: 9
Movement speed: 1.4
Population cost: 1
Produced at: Barracks
Production cost: 54 food, 54 gold, 30 oil
Production time: 36.4
Range: 6
Reload time: 1.5



Veteran Desert Fighter

Damage: 24
Hit points: 260
Upgrade cost: 344 food, 344 gold

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Elite Desert Fighter

Damage: 28

Hit points: 304

Upgrade cost: 400 food, 400 gold

Machine Gunner

Available: Epoch XI

Civilization: All

Damage: 4

Hit points: 150

Line of sight: 10

Movement speed: 1.7

Population cost: 1

Produced at: Barracks

Production cost: 42 wood, 33 gold, 36 oil

Production time: 42

Range: 9

Reload time: 0.5



Veteran Machine Gunner

Damage: 4

Hit points: 165

Upgrade cost: 115 wood, 115 gold, 115 oil

Elite Machine Gunner

Damage: 5

Hit points: 180

Upgrade cost: 115 wood, 115 gold, 115 oil

Partisan

Available: Epoch XI

Civilization: Greek

Damage: 2.3

Hit points: 235

Line of sight: 8

Movement speed: 1.4

Population cost: 1

Produced at: Barracks

Production cost: 30 food, 29 gold, 35 oil

Production time: 39

Range: 7

Reload time: 0.2



Veteran Partisan

Damage: 3

Hit points: 282

Upgrade cost: 344 food, 344 gold

Elite Partisan

Damage: 3

Hit points: 329

Upgrade cost: 400 food, 400 gold

Rifleman

Available: Epoch XI

Civilization: All

Damage: 7

Hit points: 145

Line of sight: 10

Movement speed: 1.7

Population cost: 1

Produced at: Barracks

Production cost: 50 food, 31 gold, 26 saltpete

Production time: 35.5

Range: 9

Reload time: 1.5



Veteran Rifleman

Damage: 8

Hit points: 159

Upgrade cost: 115 food, 115 gold, 115 oil

Elite Rifleman

Damage: 8

Hit points: 174

Upgrade cost: 115 food, 115 gold, 115 oil

Trench Gunner

Available: Epoch XI

Civilization: Turkish

Damage: 15

Hit points: 206

Line of sight: 8

Movement speed: 1.4

Population cost: 1

Produced at: Barracks



Production cost: 43 food, 51 gold, 38 oil

Production time: 42.9

Range: 7

Reload time: 0.2

Veteran Trench Gunner

Damage: 18

Hit points: 247

Upgrade cost: 344 food, 344 gold

Elite Trench Gunner

Damage: 21

Hit points: 288

Upgrade cost: 400 food, 400 gold

Assault Rifleman

Available: Epoch XIII

Civilization: All

Damage: 9

Hit points: 165

Line of sight: 10

Movement speed: 1.7

Population cost: 1

Produced at: Barracks

Production cost: 52 food, 33 gold, 28 oil

Production time: 35.5

Range: 9

Reload time: 1.5



Veteran Assault Rifleman

Damage: 10

Hit points: 181

Upgrade cost: 124 food, 124 gold, 124 oil

Elite Assault Rifleman

Damage: 11

Hit points: 198

Upgrade cost: 124 food, 124 gold, 124 oil

Mini Gunner

Available: Epoch XIV
Civilization: All
Damage: 5
Hit points: 175
Line of sight: 10
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 44 wood, 36 gold, 40 oil
Production time: 42
Range: 9
Reload time: 0.5



Veteran Mini Gunner

Damage: 5
Hit points: 192
Upgrade cost: 129 wood, 129 gold, 129 oil

Elite Mini Gunner

Damage: 6
Hit points: 210
Upgrade cost: 129 wood, 129 gold, 129 oil

Objective Force Warrior

Available: Epoch XV
Civilization: All
Damage: 11
Hit points: 185
Line of sight: 10
Movement speed: 1.7
Population cost: 1
Produced at: Barracks
Production cost: 54 food, 35 gold, 30 oil
Production time: 35.5
Range: 9
Reload time: 1.5



Veteran Objective Force Warrior

Damage: 12
Hit points: 203
Upgrade cost: 133 food, 133 gold, 133 uranium

Elite Objective Force Warrior

Damage: 13
Hit points: 222
Upgrade cost: 133 food, 133 gold, 133 uranium

Light Artillery

Beginning with the crude stone thrower and evolving through the powerful fusion caster, light artillery provides your strongest line of defense against heavy mounted units and has a slight advantage against light infantry. Though typically expensive, in terms of resources, light artillery units do a great amount of damage. They are, however, fairly slow, and so they must be protected to ensure faster units don't overwhelm them.

Light artillery units are produced at the workshop from Epochs I through VIII, and then at the factory from Epochs IX through XV.

Stone Thrower

Available: Epoch I
Civilization: All
Damage: 35
Hit points: 85
Line of sight: 6
Movement speed: 1.7
Population cost: 3
Produced at: Workshop
Production cost: 51 food, 48 gold, 30 tin



Production time: 68
Range: 6
Reload time: 3

Veteran Stone Thrower

Damage: 38
Hit points: 93
Upgrade cost: 133 food, 133 gold, 133 tin

Elite Stone Thrower

Damage: 42
Hit points: 102
Upgrade cost: 133 food, 133 gold, 133 tin

Scorpion

Available: Epoch III
Civilization: All
Damage: 55
Hit points: 90
Line of sight: 7
Movement speed: 1.7
Population cost: 3
Produced at: Workshop
Production cost: 57 food, 40 wood, 45 tin
Production time: 68
Range: 7
Reload time: 3



Veteran Scorpion

Damage: 60
Hit points: 99
Upgrade cost: 152 food, 152 gold, 152 tin

Elite Scorpion

Damage: 66
Hit points: 108
Upgrade cost: 152 food, 152 gold, 152 tin

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Ballista

Available: Epoch V

Civilization: All

Damage: 25

Hit points: 92

Line of sight: 8

Movement speed: 1.7

Population cost: 3

Produced at: Workshop

Production cost: 65 food, 45 gold, 55 iron

Production time: 68

Range: 8

Reload time: 2



Veteran Ballista

Damage: 27

Hit points: 101

Upgrade cost: 171 food, 171 gold, 171 iron

Elite Ballista

Damage: 30

Hit points: 110

Upgrade cost: 171 food, 171 gold, 171 iron

Hornet Thrower

Available: Epoch VI

Civilization: Mayan

Damage: 24

Hit points: 188

Line of sight: 7

Movement speed: 1.7

Population cost: 3

Produced at: Workshop

Production cost: 113 food, 102 gold

Production time: 52

Range: 11

Reload time: 3



Veteran Hornet Thrower

Damage: 29

Hit points: 226

Upgrade cost: 272 food, 272 gold

Elite Hornet Thrower

Damage: 34

Hit points: 263

Upgrade cost: 300 food, 300 gold

Hwacha

Available: Epoch VI

Civilization: Korean

Damage: 11

Hit points: 148

Line of sight: 7

Movement speed: 1.7

Population cost: 3

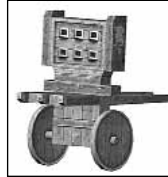
Produced at: Workshop

Production cost: 51 food, 55 gold

Production time: 52

Range: 11

Reload time: 3



Veteran Hwacha

Damage: 13

Hit points: 178

Upgrade cost: 272 food, 272 gold

Elite Hwacha

Damage: 15

Hit points: 208

Upgrade cost: 300 food, 300 gold

Culverin

Available: Epoch VII

Civilization: All

Damage: 35

Hit points: 115

Line of sight: 8

Movement speed: 1.7

Population cost: 3

Produced at: Workshop

Production cost: 65 food, 45 wood, 55 saltpeter

Production time: 68

Range: 9

Reload time: 3



Veteran Culverin

Damage: 38

Hit points: 126

Upgrade cost: 190 food, 190 wood, 190 saltpeter

Elite Culverin

Damage: 42

Hit points: 138

Upgrade cost: 190 food, 190 wood, 190 saltpeter

Field Gun

Available: Epoch IX

Civilization: All

Damage: 48

Hit points: 130

Line of sight: 8

Movement speed: 1.7

Population cost: 3

Produced at: Factory

Production cost: 70 food, 50 wood, 60 saltpeter

Production time: 68

Range: 10

Reload time: 4



Veteran Field Gun

Damage: 53

Hit points: 143

Upgrade cost: 209 food, 209 wood, 209 saltpeter

Elite Field Gun

Damage: 58

Hit points: 156

Upgrade cost: 209 food, 209 wood, 209 saltpeter

Field Artillery

Available: Epoch XI

Civilization: All

Damage: 32

Hit points: 130

Line of sight: 8

Movement speed: 1.7

Population cost: 3



Produced at: Factory
Production cost: 72 food, 53 gold, 58 oil
Production time: 68
Range: 11
Reload time: 3

Veteran Field Artillery

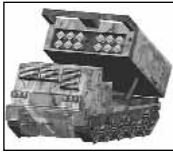
Damage: 35
Hit points: 143
Upgrade cost: 229 food, 229 gold, 229 oil

Elite Field Artillery

Damage: 38
Hit points: 156
Upgrade cost: 229 food, 229 gold, 229 oil

Sunray

Available: Epoch XI
Civilization: Mayan
Damage: 25
Hit points: 171
Line of sight: 9
Movement speed: 1.7
Population cost: 3
Produced at: Factory
Production cost: 78 food, 68 gold, 58 oil
Production time: 55
Range: 13
Reload time: 3



Veteran Sunray

Damage: 30
Hit points: 205
Upgrade cost: 344 food, 344 gold

Elite Sunray

Damage: 35
Hit points: 239
Upgrade cost: 400 food, 400 gold

Mobile Rocket Launcher

Available: Epoch XIII
Civilization: All
Damage: 48
Hit points: 145
Line of sight: 9
Movement speed: 1.7
Population cost: 3
Produced at: Factory
Production cost: 75 food, 55 gold, 60 oil
Production time: 68
Range: 12
Reload time: 3



Veteran Mobile Rocket Launcher

Damage: 53
Hit points: 159
Upgrade cost: 248 food, 248 gold, 248 oil

Elite Mobile Rocket Launcher

Damage: 58
Hit points: 174
Upgrade cost: 248 food, 248 gold, 248 oil

Fusion Caster

Available: Epoch XV
Civilization: All
Damage: 58
Hit points: 175
Line of sight: 9
Movement speed: 1.7
Population cost: 3
Produced at: Factory
Production cost: 75 food, 55 gold, 70 uranium
Production time: 68
Range: 13
Reload time: 3



Veteran Fusion Caster

Damage: 64
Hit points: 192
Upgrade cost: 266 food, 266 gold, 266 uranium

Elite Fusion Caster

Damage: 70
Hit points: 210
Upgrade cost: 266 food, 266 gold, 266 uranium

Heavy Artillery

More expensive and more powerful than light artillery, heavy artillery units have a long range and do a great deal of damage. They are typically very slow moving and have long reload times, however, but they can take a fair amount of damage before being destroyed. Heavy artillery units have a strong advantage against heavy infantry, and a slight advantage against light mounted.

It's important to bear in mind that heavy artillery units typically have an attack range that is longer than their line of sight. This means they can attack units outside their line of sight, as long as that unit is in view of one of your other units. For this reason, it's a good idea to use spotter units to give heavy artillery units their full range, and to keep them well back where they can still attack but be safe from retaliation.

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Heavy artillery units are produced at the workshop until Epoch IX, at which point they are produced at the factory.

Onager

Available: Epoch II
Civilization: All
Damage: 80
Hit points: 135
Line of sight: 6



Movement speed: 1.1
Population cost: 3
Produced at: Workshop
Production cost: 80 wood, 75 gold, 45 tin
Production time: 75
Range: 7
Reload time: 4

Veteran Onager

Damage: 88
Hit points: 148
Upgrade cost: 143 wood, 143 gold, 143 tin

Elite Onager

Damage: 96
Hit points: 162
Upgrade cost: 143 wood, 143 gold, 143 tin

Catapult

Available: Epoch IV
Civilization: All
Damage: 97
Hit points: 150
Line of sight: 7



Movement speed: 1.1
Population cost: 3
Produced at: Workshop
Production cost: 85 wood, 85 gold, 55 iron
Production time: 75
Range: 9
Reload time: 4

Veteran Catapult

Damage: 107
Hit points: 165
Upgrade cost: 161 food, 161 gold, 161 iron

Elite Catapult

Damage: 116
Hit points: 180
Upgrade cost: 161 food, 161 gold, 161 iron

Dragon Song

Available: Epoch VI
Civilization: Japan
Damage: 16
Hit points: 135
Line of sight: 7



Movement speed: 1.7
Population cost: 3
Produced at: Workshop
Production cost: 99 food, 101 gold
Production time: 58
Range: 11
Reload time: 3

Veteran Dragon Song

Damage: 19
Hit points: 162
Upgrade cost: 272 food, 272 gold

Elite Dragon Song

Damage: 22
Hit points: 189
Upgrade cost: 300 food, 300 gold

Trebuchet

Available: Epoch VI
Civilization: All
Damage: 105
Hit points: 163
Line of sight: 7
Movement speed: 1.1
Population cost: 3
Produced at: Workshop



Production cost: 95 wood, 95 gold, 65 iron
Production time: 75
Range: 10
Reload time: 4

Veteran Trebuchet

Damage: 115
Hit points: 179
Upgrade cost: 181 wood, 181 gold, 181 iron

Elite Trebuchet

Damage: 126
Hit points: 196
Upgrade cost: 181 wood, 181 gold, 181 iron

Bombard Cannon

Available: Epoch VIII
Civilization: All
Damage: 120
Hit points: 175
Line of sight: 8



Movement speed: 1.1
Population cost: 3
Produced at: Workshop
Production cost: 100 wood, 125 gold, 115 saltpeter
Production time: 75
Range: 11
Reload time: 4

Veteran Bombard Cannon

Damage: 132
Hit points: 192
Upgrade cost: 200 wood, 200 gold, 200 saltpeter

Elite Bombard Cannon

Damage: 144
Hit points: 210
Upgrade cost: 200 wood, 200 gold, 200 saltpeter

Siege Gun

Available: Epoch X

Civilization: All

Damage: 133

Hit points: 195

Line of sight: 9

Movement speed: 1.1

Population cost: 3

Produced at: Factory

Production cost: 105 wood, 135 gold, 122 oil

Production time: 75

Range: 12

Reload time: 4



Veteran Siege Gun

Damage: 146

Hit points: 214

Upgrade cost: 220 wood, 220 gold, 220 oil

Elite Siege Gun

Damage: 160

Hit points: 234

Upgrade cost: 220 wood, 220 gold, 220 oil

Thunder Gun

Available: Epoch XI

Civilization: Inca

Damage: 115

Hit points: 195

Line of sight: 9

Movement speed: 1.1

Population cost: 3

Produced at: Factory

Production cost: 90 wood, 165 gold, 142 oil

Production time: 71.5

Range: 13

Reload time: 4



Veteran Thunder Tank

Damage: 138

Hit points: 234

Upgrade cost: 344 food, 344 gold

Elite Thunder Tank

Damage: 161

Hit points: 273

Upgrade cost: 400 food, 400 gold

Self-Propelled Artillery

Available: Epoch XII

Civilization: All

Damage: 140

Hit points: 205

Line of sight: 9

Movement speed: 1.1

Population cost: 3

Produced at: Factory

Production cost: 110 wood, 145 gold, 130 oil

Production time: 75

Range: 13

Reload time: 4



Veteran Self-Propelled Artillery

Damage: 154

Hit points: 225

Upgrade cost: 239 wood, 239 gold, 239 oil

Elite Self-Propelled Artillery

Damage: 168

Hit points: 246

Upgrade cost: 239 wood, 239 gold, 239 oil

Net Fire Launcher

Available: Epoch XIV

Civilization: All

Damage: 150

Hit points: 225

Line of sight: 10

Movement speed: 1.1

Population cost: 3

Produced at: Factory



Production cost: 115 wood, 150 gold, 135 uranium

Production time: 75

Range: 15

Reload time: 4

Veteran Net Fire Launcher

Damage: 165

Hit points: 247

Upgrade cost: 129 wood, 129 gold, 129 uranium

Elite Net Fire Launcher

Damage: 180

Hit points: 270

Upgrade cost: 129 wood, 129 gold, 129 uranium

Light Mounted

The light mounted category encompasses both mounted units and, in later Epochs, light tanks. When light tanks come into existence, they do not replace any previous light mounted units. This breaks from the standard, where a unit always replaces its predecessor. This means that in Epoch XI, gun tanks will not replace any dragoons remaining on the map. Any surviving dragoons will remain until they are all eliminated.

The light mounted category also includes two other types of units: two helicopters and one HERC. Helicopters don't count as aircraft when factoring RPS. The majority of light mounted units are produced at the stable until Epoch XI. During and after Epoch XI, they are produced at the manufacturing plant.

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Helicopters and HERCs are built at the hangar and the HERC manufacturing facility, respectively.

Mounted Slinger

Available: Epoch II
Civilization: All
Damage: 12
Hit points: 70
Line of sight: 7



Movement speed: 2.9
Population cost: 2
Produced at: Stable
Production cost: 35 wood, 25 gold, 15 tin
Production time: 58.5
Range: 6
Reload time: 3

Veteran Mounted Slinger

Damage: 13
Hit points: 77
Upgrade cost: 107 wood, 107 gold, 107 tin

Elite Mounted Slinger

Damage: 14
Hit points: 84
Upgrade cost: 107 wood, 107 gold, 107 tin

Mounted Skirmisher

Available: Epoch IV
Civilization: All
Damage: 14
Hit points: 80
Line of sight: 7
Movement speed: 2.9
Population cost: 2
Produced at: Stable
Production cost: 37 wood, 27 gold, 17 iron
Production time: 58.5
Range: 6
Reload time: 3



Veteran Mounted Skirmisher

Damage: 15
Hit points: 88
Upgrade cost: 121 wood, 121 gold, 121 iron

Elite Mounted Skirmisher

Damage: 17
Hit points: 96
Upgrade cost: 121 wood, 121 gold, 121 iron

Bedouin

Available: Epoch VI
Civilization: Egyptian
Damage: 10
Hit points: 186
Line of sight: 8



Movement speed: 2.9
Population cost: 2
Produced at: Stable
Production cost: 85 food, 75 gold
Production time: 50
Range: 7
Reload time: 1

Veteran Bedouin

Damage: 12
Hit points: 223
Upgrade cost: 272 food, 272 gold

Elite Bedouin

Damage: 14
Hit points: 260
Upgrade cost: 300 food, 300 gold

Horse Archer

Available: Epoch VI
Civilization: All
Damage: 17
Hit points: 90
Line of sight: 8
Movement speed: 2.9
Population cost: 2
Produced at: Stable
Production cost: 39 wood, 29 gold, 19 iron



Production time: 58.5
Range: 7
Reload time: 3

Veteran Horse Archer

Damage: 19
Hit points: 99
Upgrade cost: 139 wood, 139 gold, 139 iron

Elite Horse Archer

Damage: 20
Hit points: 108
Upgrade cost: 139 wood, 139 gold, 139 iron

Light Horse

Available: Epoch VI
Civilization: British
Damage: 18
Hit points: 160
Line of sight: 5
Movement speed: 3.4
Population cost: 2
Produced at: Stable
Production cost: 90 food, 80 gold
Production time: 40.3
Range: 1
Reload time: 1



Veteran Light Horse

Damage: 22
Hit points: 192
Upgrade cost: 272 food, 272 gold

Elite Light Horse

Damage: 25
Hit points: 224
Upgrade cost: 300 food, 300 gold

Mameluke

Available: Epoch VI
Civilization: Babylonian
Damage: 20
Hit points: 142
Line of sight: 7
Movement speed: 2.9
Population cost: 2



Produced at: Stable
Production cost: 85 wood, 65 gold
Production time: 45
Range: 6
Reload time: 1.6

Veteran Mameluke

Damage: 24
Hit points: 170
Upgrade cost: 272 food, 272 gold

Elite Mameluke

Damage: 28
Hit points: 199
Upgrade cost: 300 food, 300 gold

Carabineer

Available: Epoch VIII
Civilization: All
Damage: 18
Hit points: 100
Line of sight: 8
Movement speed: 2.9
Population cost: 2
Produced at: Stable
Production cost: 44 wood, 34 gold, 24 iron
Production time: 58.5
Range: 7
Reload time: 3



Veteran Carabineer

Damage: 20
Hit points: 110
Upgrade cost: 150 wood, 150 gold, 150 saltpeter

Elite Carabineer

Damage: 22
Hit points: 120
Upgrade cost: 150 wood, 150 gold, 150 saltpeter

Dragon

Available: Epoch X
Civilization: All
Damage: 19
Hit points: 110
Line of sight: 9
Movement speed: 2.9
Population cost: 2
Produced at: Stable
Production cost: 46 wood, 36 gold, 26 saltpeter
Production time: 58.5
Range: 8
Reload time: 3



Veteran Dragon

Damage: 21
Hit points: 121
Upgrade cost: 165 wood, 165 gold, 165 oil

Elite Dragon

Damage: 23
Hit points: 132
Upgrade cost: 165 wood, 165 gold, 165 oil

EIFV

Available: Epoch XI
Civilization: Egyptian
Damage: 35
Hit points: 290
Line of sight: 9
Movement speed: 2.9
Population cost: 2
Produced at: Manufacturing plant
Production cost: 49 wood, 78 gold, 84 oil
Production time: 52
Range: 8
Reload time: 2



Veteran EIFV

Damage: 42
Hit points: 348
Upgrade cost: 344 food, 344 gold

Elite EIFV

Damage: 49
Hit points: 406
Upgrade cost: 400 food, 400 gold

Gun Tank

Available: Epoch XI
Civilization: All
Damage: 23
Hit points: 225
Line of sight: 11
Movement speed: 2
Population cost: 2
Produced at: Manufacturing plant
Production cost: 46 wood, 46 gold, 46 oil
Production time: 65
Range: 10
Reload time: 3.5



Veteran Gun Tank

Damage: 25
Hit points: 247
Upgrade cost: 172 wood, 172 gold, 172 oil

Elite Gun Tank

Damage: 28
Hit points: 270
Upgrade cost: 172 wood, 172 gold, 172 oil

Jagdpanther

Available: Epoch XI
Civilization: German
Damage: 43
Hit points: 380
Line of sight: 9
Movement speed: 1.7
Population cost: 2
Produced at: Manufacturing plant
Production cost: 142 food, 134 gold, 70 oil
Production time: 60
Range: 12
Reload time: 1.5



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Veteran Jagdpanser

Damage: 52
Hit points: 456
Upgrade cost: 344 food, 344 gold

Elite Jagdpanser

Damage: 60
Hit points: 532
Upgrade cost: 400 food, 400 gold

M18 Hellcat

Available: Epoch XI
Civilization: American
Damage: 40
Hit points: 376
Line of sight: 8



Movement speed: 2.9
Population cost: 2
Produced at: Manufacturing plant
Production cost: 48 wood, 68 gold, 70 oil
Production time: 55
Range: 7
Reload time: 3

Veteran M18 Hellcat

Damage: 48
Hit points: 451
Upgrade cost: 344 food, 344 gold

Elite M18 Hellcat

Damage: 56
Hit points: 526
Upgrade cost: 400 food, 400 gold

Tank Destroyer

Available: Epoch XII
Civilization: All
Damage: 25
Hit points: 250
Line of sight: 11



Movement speed: 2
Population cost: 2
Produced at: Manufacturing plant
Production cost: 48 wood, 48 gold, 48 oil
Production time: 65
Range: 10
Reload time: 3.5

Veteran Tank Destroyer

Damage: 27
Hit points: 275
Upgrade cost: 179 wood, 179 gold, 179 oil

Elite Tank Destroyer

Damage: 30
Hit points: 300
Upgrade cost: 179 wood, 179 gold, 179 oil

RPG Striker

Available: Epoch XIII
Civilization: All
Damage: 27
Hit points: 275
Line of sight: 11



Movement speed: 2
Population cost: 2
Produced at: Manufacturing plant
Production cost: 50 wood, 50 gold, 50 oil
Production time: 65
Range: 10
Reload time: 2

Veteran RPG Striker

Damage: 30
Hit points: 302
Upgrade cost: 166 wood, 166 gold, 166 oil

Elite RPG Striker

Damage: 32
Hit points: 330
Upgrade cost: 166 wood, 166 gold, 166 oil

Missile Helicopter

Available: Epoch XIII
Civilization: All
Damage: 60
Hit points: 150
Line of sight: 10
Movement speed: 4.6



Population cost: 1
Produced at: Hangar
Production cost: 30 wood, 50 gold, 65 oil
Production time: 32
Range: 9
Reload time: 2

Veteran Missile Helicopter

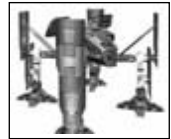
Damage: 66
Hit points: 165
Upgrade cost: 186 wood, 186 gold, 186 oil

Elite Missile Helicopter

Damage: 72
Hit points: 180
Upgrade cost: 186 wood, 186 gold, 186 oil

Artemis Light HERC

Available: Epoch XIV
Civilization: All
Damage: 40
Hit points: 500
Line of sight: 11



Movement speed: 1.7
Population cost: 2
Produced at: HERC manufacturing facility
Production cost: 50 food, 75 gold, 75 uranium
Production time: 75
Range: 10
Reload time: 3.5

Veteran Artemis Light HERC

Damage: 44
Hit points: 550
Upgrade cost: 193 wood, 193 gold, 193 uranium

Elite Artemis Light HERC

Damage: 48
Hit points: 600
Upgrade cost: 193 wood, 193 gold, 193 uranium

Disruptor Medium Tank

Available: Epoch XV

Civilization: All

Damage: 30

Hit points: 300

Line of sight: 11

Movement speed: 2

Population cost: 2

Produced at: Manufacturing plant

Production cost: 52 wood, 52 gold,
55 uranium

Production time: 65

Range: 10

Reload time: 3.5



Veteran Disruptor Medium Tank

Damage: 33

Hit points: 330

Upgrade cost: 200 wood, 200 gold,
200 uranium

Elite Disruptor Medium Tank

Damage: 36

Hit points: 360

Upgrade cost: 200 wood, 200 gold,
200 uranium

Heavy Missile Helicopter

Available: Epoch XV

Civilization: All

Damage: 75

Hit points: 175

Line of sight: 10

Movement speed: 4.6

Population cost: 1

Produced at: Hangar

Production cost: 32 wood, 52 gold,
67 oil

Production time: 32

Range: 9

Reload time: 2



Veteran Heavy Missile Helicopter

Damage: 82

Hit points: 192

Upgrade cost: 200 wood, 200 gold,
200 oil

Elite Heavy Missile Helicopter

Damage: 90

Hit points: 210

Upgrade cost: 200 wood, 200 gold,
200 oil

Heavy Mounted

As with light mounted, heavy mounted units also encompass tanks, HERCs, and helicopters. Heavy mounted units are best used against light infantry and have a slight advantage against heavy artillery. They are primarily produced at the stable and the manufacturing plant, though helicopters are built at the hangar and HERCs are built at the HERC manufacturing facility. Additionally, Epoch I civilization-specific units that classify as heavy mounted are built at the barracks.

Heavy tanks are also classified as heavy mounted units. As with light tanks, heavy tanks do not replace existing heavy mounted when they become available.

NOTE

THE CIVILIZATION-SPECIFIC HWARANG, SPAHI, AND ROYAL ELEPHANT ARE BUILT AT THE BARRACKS, DESPITE BEING HEAVY MOUNTED UNITS.

Hwarang

Available: Epoch I

Civilization: Korean

Damage: 8

Hit points: 120

Line of sight: 5

Movement speed: 3.4

Population cost: 2

Produced at: Barracks

Production cost: 50 food, 45 gold,
20 tin

Production time: 58

Range: 1

Reload time: 1



Veteran Hwarang

Damage: 10

Hit points: 144

Upgrade cost: 100 food, 100 gold

Elite Hwarang

Damage: 12

Hit points: 168

Upgrade cost: 228 food, 228 gold

Royal Elephant

Available: Epoch I

Civilization: Egyptian

Damage: 9

Hit points: 131

Line of sight: 5

Movement speed: 2.9

Population cost: 2

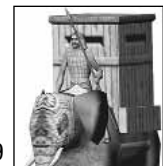
Produced at: Barracks

Production cost: 48 food, 54 gold,
29 tin

Production time: 55

Range: 4

Reload time: 1



Veteran Royal Elephant

Damage: 11

Hit points: 157

Upgrade cost: 100 food, 100 gold

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Elite Royal Elephant

Damage: 13
Hit points: 183
Upgrade cost: 228 food, 228 gold

Spahi

Available: Epoch I
Civilization: Turkish
Damage: 11
Hit points: 145
Line of sight: 5



Movement speed: 3.4
Population cost: 2
Produced at: Barracks
Production cost: 60 food, 50 gold, 40 tin
Production time: 50
Range: 1
Reload time: 1

Veteran Spahi

Damage: 13
Hit points: 174
Upgrade cost: 100 food, 100 gold

Elite Spahi

Damage: 15
Hit points: 203
Upgrade cost: 228 food, 228 gold

Mounted Infantry

Available: Epoch II
Civilization: All
Damage: 6
Hit points: 95
Line of sight: 5
Movement speed: 3.4
Population cost: 2
Produced at: Stable
Production cost: 35 food, 25 gold, 15 tin
Production time: 58.5
Range: 1
Reload time: 1.5



Veteran Mounted Infantry

Damage: 7
Hit points: 104
Upgrade cost: 107 food, 107 gold, 107 tin

Elite Mounted Infantry

Damage: 7
Hit points: 114
Upgrade cost: 107 food, 107 gold, 107 tin

Armored Cavalry

Available: Epoch IV
Civilization: All
Damage: 7
Hit points: 105
Line of sight: 5



Movement speed: 3.4
Population cost: 2
Produced at: Stable
Production cost: 37 food, 27 gold, 17 tin
Production time: 58.5
Range: 1
Reload time: 11.5

Veteran Armored Cavalry

Damage: 8
Hit points: 115
Upgrade cost: 121 food, 121 gold, 121 tin

Elite Armored Cavalry

Damage: 8
Hit points: 126
Upgrade cost: 121 food, 121 gold, 121 tin

Byzantine Lancer

Available: Epoch VI
Civilization: Greek
Damage: 8
Hit points: 115
Line of sight: 5
Movement speed: 3.4
Population cost: 2



Produced at: Stable
Production cost: 45 food, 50 gold
Production time: 45.5
Range: 1
Reload time: 1

Veteran Byzantine Lancer

Damage: 10
Hit points: 138
Upgrade cost: 272 food, 272 gold

Elite Byzantine Lancer

Damage: 12
Hit points: 161
Upgrade cost: 300 food, 300 gold

Jaguar Knight

Available: Epoch VI
Civilization: Aztec
Damage: 17
Hit points: 205
Line of sight: 5
Movement speed: 1.7
Population cost: 2
Produced at: Stable
Production cost: 90 food, 80 gold
Production time: 55
Range: 1
Reload time: 1



Veteran Jaguar Knight

Damage: 20
Hit points: 246
Upgrade cost: 272 food, 272 gold

Elite Jaguar Knight

Damage: 24
Hit points: 287
Upgrade cost: 300 food, 300 gold

Medieval Cavalry

Available: Epoch VI
Civilization: All
Damage: 8
Hit points: 115
Line of sight: 5
Movement speed: 3.4



Chapter 32: Sea Units

Sea units have the most complex RPS system in the game. Unlike ground units, the sea units' RPS changes throughout the epochs. Units are classified both by their type and their era, but once you understand this the RPS system is quite simple.

In the early epochs, there's only one type of combat ship: the war galley. War galleys are both combat ships and transport ships. War galleys rule the seas until Epoch VI, when a wider variety of ships comes into play.

The second era of ship combat occurs from Epoch VI to Epoch X, during which fighting sails, frigates, and galleons will be your sea combat units. Finally, the period from Epoch XI to Epoch XV involves submarines, battleships, and destroyers. A fourth type of ship, the aircraft carrier, also becomes available during this period. See the appropriate section of this chapter for more about this unique ship type.

In addition to combat ships, there are naval vessels for fishing (food harvesting) and trade. These non-combat units will be covered in Chapter 34. This chapter is solely concerned with ships that have attack capabilities.

NOTE

THE STATS LISTED FOR THESE UNITS DO NOT INCLUDE TECHNOLOGY, CIVILIZATION, OR RPS BONUSES.

War Galleys

A combination of combat ship and transport vessel, war galleys are the only fighting ships available until Epoch VI. Because of their dual nature, they must be used very carefully when transporting troops. When using a large fleet of war galleys, it's a good idea to separate them into two control groups, one for ships loaded with units and one for those without. This way, you can send the empty ships into combat, protecting those whose loss would be more costly.

As is the case with most naval units, war galleys are very costly in terms of wood. When planning a large-scale naval effort, be sure you have plenty of citizens harvesting wood, or plenty of gold with which to purchase it at the market.

Galley

Available: Epoch I

Civilization: All

Damage: 42

Garrison capacity: 9

Hit points: 319

Line of sight: 9

Movement speed: 2.3

Population cost: 3

Produced at: Dock

Production cost: 240 wood, 90 tin

Production time: 52

Range: 8

Reload time: 3

Veteran Galley

Damage: 46

Hit points: 351

Upgrade cost: 100 wood, 100 tin

Elite Galley

Damage: 50

Hit points: 383

Upgrade cost: 100 wood, 100 tin

Trireme

Available: Epoch III

Civilization: All

Damage: 46

Garrison capacity: 12

Hit points: 341

Line of sight: 9

Movement speed: 2.3

Population cost: 3

Produced at: Dock

Production cost: 275 wood, 125 tin

Production time: 52

Range: 8

Reload time: 2.5



Veteran Trireme

Damage: 51
Hit points: 375
Upgrade cost: 114 wood, 114 tin

Elite Trireme

Damage: 33
Hit points: 409
Upgrade cost: 114 wood, 114 tin

Decareme

Available: Epoch V
Civilization: All
Damage: 49
Garrison capacity: 15
Hit points: 363
Line of sight: 9
Movement speed: 2.3
Population cost: 3
Produced at: Dock
Production cost: 298 wood, 150 iron
Production time: 52
Range: 8
Reload time: 2



Veteran Decareme

Damage: 54
Hit points: 399
Upgrade cost: 128 wood, 128 iron

Elite Decareme

Damage: 59
Hit points: 436
Upgrade cost: 128 wood, 128 iron

Fighting Sails

Fighting sail class ships are the first of the three classes during the second era of naval combat. Fighting sails are the mid-range ship, featuring a good balance of speed, hit points, and damage. Fighting sails have a strong advantage against frigates.

Caravel

Available: Epoch VI
Civilization: All
Damage: 143
Hit points: 980
Line of sight: 10
Movement speed: 1.7
Population cost: 3
Produced at: Dock
Production cost: 187 wood, 150 gold, 248 iron
Production time: 65
Range: 9
Reload time: 2.5



Veteran Caravel

Damage: 157
Hit points: 1078
Upgrade cost: 181 wood, 181 gold, 181 iron

Elite Caravel

Damage: 172
Hit points: 1176
Upgrade cost: 181 wood, 181 gold, 181 iron

Ship of the Line

Available: Epoch VIII
Civilization: All
Damage: 150
Hit points: 990
Line of sight: 10
Movement speed: 1.7
Population cost: 3
Produced at: Dock
Production cost: 200 wood, 160 gold, 290 iron
Production time: 65
Range: 9
Reload time: 2.5



Veteran Ship of the Line

Damage: 165
Hit points: 1089
Upgrade cost: 200 wood, 200 gold, 200 iron

Elite Ship of the Line

Damage: 180
Hit points: 1188
Upgrade cost: 200 wood, 200 gold, 200 iron

Ironclad

Available: Epoch X
Civilization: All
Damage: 170
Hit points: 1050
Line of sight: 10
Movement speed: 1.7
Population cost: 3
Produced at: Dock
Production cost: 207 wood, 170 gold, 307 saltpeter
Production time: 65
Range: 9
Reload time: 2.5



Veteran Ironclad

Damage: 187
Hit points: 1155
Upgrade cost: 220 wood, 220 gold, 220 saltpeter

Elite Ironclad

Damage: 204
Hit points: 1260
Upgrade cost: 220 wood, 220 gold, 220 saltpeter

Frigates

Frigates are the fastest of the second period ship classes, and also the least expensive. They typically do less damage than other ships, but have the benefit of being able to easily outrun them. Frigates make great exploring vessels, and have a strong combat advantage against galleon-class ships.

Barque

Available: Epoch VI
 Civilization: All
 Damage: 90
 Hit points: 515
 Line of sight: 10
 Movement speed: 2.6
 Population cost: 3
 Produced at: Dock
 Production cost: 125 wood, 90 gold, 195 iron
 Production time: 52
 Range: 9
 Reload time: 2



Veteran Barque

Damage: 99
 Hit points: 566
 Upgrade cost: 181 wood, 181 gold, 181 iron

Elite Barque

Damage: 108
 Hit points: 618
 Upgrade cost: 181 wood, 181 gold, 181 iron

Privateer

Available: Epoch VIII
 Civilization: All
 Damage: 118
 Hit points: 648
 Line of sight: 10
 Movement speed: 2.6
 Population cost: 3
 Produced at: Dock
 Production cost: 180 wood, 140 gold, 300 iron
 Production time: 52
 Range: 9
 Reload time: 2



Veteran Privateer

Damage: 130
 Hit points: 713
 Upgrade cost: 200 wood, 200 gold, 200 iron

Elite Privateer

Damage: 142
 Hit points: 778
 Upgrade cost: 200 wood, 200 gold, 200 iron

Frigate

Available: Epoch X
 Civilization: All
 Damage: 145
 Hit points: 795
 Line of sight: 10
 Movement speed: 2.6
 Population cost: 3
 Produced at: Dock
 Production cost: 190 wood, 240 gold, 430 saltpeter
 Production time: 52
 Range: 9
 Reload time: 2



Veteran Frigate

Damage: 159
 Hit points: 874
 Upgrade cost: 220 wood, 220 gold, 220 saltpeter

Elite Frigate

Damage: 174
 Hit points: 954
 Upgrade cost: 220 wood, 220 gold, 220 saltpeter

Galleons

Galleons are the largest and most powerful of the second-period ships, but they are also the most costly. Galleon-class ships require a fair amount of wood, gold, and iron to build, but they do more damage and have more hit points than their contemporaries. Galleons have a combat advantage against fighting sail class ships.

Galleass

Available: Epoch VI
 Civilization: All
 Damage: 105
 Hit points: 930
 Line of sight: 10
 Movement speed: 1.7
 Population cost: 3
 Produced at: Dock
 Production cost: 125 wood, 200 gold, 259 iron
 Production time: 78
 Range: 9
 Reload time: 2



Veteran Galleass

Damage: 115
 Hit points: 1023
 Upgrade cost: 181 wood, 181 gold, 181 iron

Elite Galleass

Damage: 126
 Hit points: 1116
 Upgrade cost: 181 wood, 181 gold, 181 iron

Carrack

Available: Epoch VIII
 Civilization: All
 Damage: 120
 Hit points: 980
 Line of sight: 10
 Movement speed: 1.7
 Population cost: 3
 Produced at: Dock
 Production cost: 135 wood, 230 gold, 290 iron
 Production time: 78
 Range: 9
 Reload time: 2



Veteran Carrack

Damage: 132
 Hit points: 1078
 Upgrade cost: 200 wood, 200 gold, 200 iron

Elite Carrack

Damage: 144

Hit points: 1176

Upgrade cost: 200 wood, 200 gold, 200 iron

Galleon

Available: Epoch X

Civilization: All

Damage: 145

Hit points: 1200

Line of sight: 10

Movement speed: 1.7

Population cost: 3

Produced at: Dock

Production cost: 187 wood, 250 gold, 358 saltpeter

Production time: 78

Range: 9

Reload time: 2



Veteran Galleon

Damage: 159

Hit points: 1320

Upgrade cost: 220 wood, 220 gold, 220 saltpeter

Elite Galleon

Damage: 174

Hit points: 1440

Upgrade cost: 220 wood, 220 gold, 220 saltpeter

Battleships

Battleships are first available in Epoch XI. The most devastating ship in a combat situation, battleships are deadly against both land and sea targets and have both high damage ratings and a surplus of hit points. But battleships are also very expensive to build, have a fairly high population cost, and are very expensive to upgrade.

Battleships have a strong combat bonus against destroyer class ships, and are especially vulnerable to submarine attacks.

Battleship

Available: Epoch XI

Civilization: All

Damage: 340

Hit points: 2120

Line of sight: 12

Movement speed: 1.7

Population cost: 4

Produced at: Dock

Production cost: 300 wood, 400 gold, 550 oil

Production time: 78

Range: 11

Reload time: 2



Veteran Battleship

Damage: 374

Hit points: 2332

Upgrade cost: 573 wood, 573 gold, 573 oil

Elite Battleship

Damage: 408

Hit points: 2544

Upgrade cost: 573 wood, 573 gold, 573 oil

Missile Cruiser

Available: Epoch XIII

Civilization: All

Damage: 400

Hit points: 2820

Line of sight: 12

Movement speed: 1.7

Population cost: 4

Produced at: Dock

Production cost: 350 wood, 500 gold, 651 oil

Production time: 78

Range: 11

Reload time: 2



Veteran Missile Cruiser

Damage: 440

Hit points: 3102

Upgrade cost: 620 wood, 620 gold, 620 uranium

Elite Missile Cruiser

Damage: 480

Hit points: 3384

Upgrade cost: 620 wood, 620 gold, 620 uranium

Leviathan

Available: Epoch XV

Civilization: All

Damage: 440

Hit points: 3220

Line of sight: 12

Movement speed: 1.7

Population cost: 4

Produced at: Dock

Production cost: 400 wood, 600 gold, 750 uranium

Production time: 78

Range: 11

Reload time: 1



Veteran Leviathan

Damage: 484

Hit points: 3542

Upgrade cost: 667 wood, 667 gold, 667 uranium

Elite Leviathan

Damage: 528

Hit points: 3864

Upgrade cost: 667 wood, 667 gold, 667 uranium

Destroyers

Destroyers do less damage than battleships, but they are slightly less expensive to construct, both in terms of resources and population cost. Like battleships, destroyers first come into

CHAPTER 32: SEA UNITS

play in Epoch XI. They have a strong advantage against submarines, making them an ideal escort for battleships. Destroyers can engage land units within their attack range.

Destroyer

Available: Epoch XI

Civilization: All

Damage: 190

Hit points: 820

Line of sight: 11

Movement speed: 1.7

Population cost: 3

Produced at: Dock

Production cost: 153 wood, 190 gold, 323 oil

Production time: 52

Range: 10

Reload time: 2



Veteran Destroyer

Damage: 209

Hit points: 902

Upgrade cost: 573 wood, 573 gold, 573 oil

Elite Destroyer

Damage: 228

Hit points: 984

Upgrade cost: 573 wood, 573 gold, 573 oil

Sensor Destroyer

Available: Epoch XIII

Civilization: All

Damage: 210

Hit points: 1050

Line of sight: 11

Movement speed: 1.7

Population cost: 3

Produced at: Dock

Production cost: 175 wood, 250 gold, 415 oil

Production time: 52

Range: 10

Reload time: 2



Veteran Sensor Destroyer

Damage: 231

Hit points: 1155

Upgrade cost: 620 wood, 620 gold, 620 uranium

Elite Sensor Destroyer

Damage: 252

Hit points: 1260

Upgrade cost: 620 wood, 620 gold, 620 uranium

X Ship

Available: Epoch XV

Civilization: All

Damage: 230

Hit points: 1290

Line of sight: 11

Movement speed: 1.7

Population cost: 3

Produced at: Dock

Production cost: 188 wood, 300 gold, 467 uranium

Production time: 52

Range: 10

Reload time: 2



Veteran X Ship

Damage: 253

Hit points: 1419

Upgrade cost: 667 wood, 667 gold, 667 uranium

Elite X Ship

Damage: 276

Hit points: 1548

Upgrade cost: 667 wood, 667 gold, 667 uranium

Submarines

Submarines don't have quite the attack capabilities of destroyers or battleships, and they can't attack land targets. They do, however, have longer ranges than most naval units, and they get an attack bonus

against battleships, making them a vital addition to your navy. Additionally, submarines are slightly faster than contemporary vessels.

Submarine

Available: Epoch XI

Civilization: All

Damage: 165

Hit points: 820

Line of sight: 10

Movement speed: 1.9

Population cost: 3

Produced at: Dock

Production cost: 150 wood, 250 gold, 300 oil

Production time: 71.5

Range: 10

Reload time: 2



Veteran Submarine

Damage: 181

Hit points: 902

Upgrade cost: 573 wood, 573 gold, 573 oil

Elite Submarine

Damage: 198

Hit points: 984

Upgrade cost: 573 wood, 573 gold, 573 oil

Attack Submarine

Available: Epoch XIII

Civilization: All

Damage: 170

Hit points: 860

Line of sight: 10

Movement speed: 1.9

Population cost: 3

Produced at: Dock

Production cost: 150 wood, 275 gold, 300 uranium

Production time: 71.5

Range: 10

Reload time: 2



Veteran Attack Submarine

Damage: 187
Hit points: 946
Upgrade cost: 620 wood, 620 gold, 620 uranium

Elite Attack Submarine

Damage: 204
Hit points: 1032
Upgrade cost: 620 wood, 620 gold, 620 uranium

Manta Submarine

Available: Epoch XV
Civilization: All
Damage: 190
Hit points: 990
Line of sight: 10
Movement speed: 1.9
Population cost: 3
Produced at: Dock
Production cost: 150 wood, 300 gold, 300 uranium
Production time: 71.5
Range: 10
Reload time: 1



Veteran Manta Submarine

Damage: 209
Hit points: 1089
Upgrade cost: 667 wood, 667 gold, 667 uranium

Elite Manta Submarine

Damage: 228
Hit points: 1188
Upgrade cost: 667 wood, 667 gold, 667 uranium

Aircraft Carriers

Aircraft carriers don't fit into the naval RPS scheme. In fact, they don't fit into any RPS scheme. They have only limited attack capabilities and can only engage air units. Instead, aircraft carriers act as mobile airports, allowing aircraft to land, rearm, and get repairs.

Placing aircraft carriers close to the enemy can make your flight missions much quicker and deadlier, but they must be well protected by other naval vessels. Though they have a substantial number of hit points, aircraft carriers are defenseless against ships. Aircraft carriers also have a substantially higher population cost than other naval units.

NOTE

AIRCRAFT CARRIERS
CANNOT BE UPGRADED.

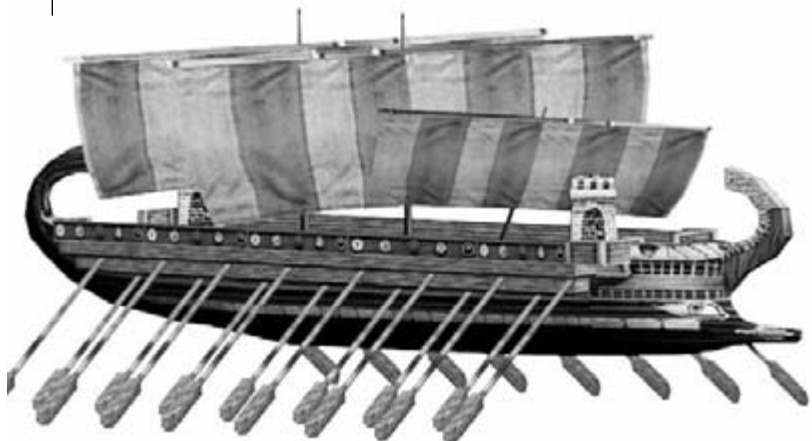
Aircraft Carrier

Available: Epoch XI
Civilization: All
Damage: 30
Garrison capacity: 4
Hit points: 1200
Line of sight: 12
Movement speed: 1.7
Population cost: 5
Produced at: Dock
Production cost: 200 wood, 200 gold, 100 oil
Production time: 78
Range: 11
Reload time: 0.5



Sea Archer

Available: Epoch XIV
Civilization: All
Damage: 210
Garrison capacity: 6
Hit points: 1500
Line of sight: 12
Movement speed: 1.7
Population cost: 5
Produced at: Dock
Production cost: 200 wood, 200 gold, 100 uranium
Production time: 78
Range: 11
Reload time: 3



Chapter 33: Air Units

Air units only come into play in the later epochs, but they are a very powerful addition to your fighting force.

Bombers and tactical bombers can do significant damage to land and sea targets, laying waste to defenses and making your ground troops' job much easier. Fighters, though not useful against non-air targets, are excellent escorts for your bombers when they are threatened by enemy aircraft.

The RPS system for airplanes is much simpler than those for ground and sea units. Fighters have an RPS advantage against bombers and fighter-bombers. Bombers have an RPS advantage against land units, while fighter-bombers have an advantage against sea units.

The statistics in this chapter follow the same format as the previous two chapters. There is one thing to bear in mind: with aircraft, like other military units, the "reload time" refers to the time it takes for the unit to reload and fire while attacking. This may be confusing with air units because, unlike other combat units, air units must physically reload after a certain number of shots are fired.

Air units have an additional statistic: maximum ammunition. This statistic shows the number of shots an air unit can fire before it's required to return to an airport or an aircraft carrier to reload. Air units will automatically garrison themselves to reload when they are empty.

As in the preceding chapters, the statistics listed for air units do include bonuses for civilization traits, RPS bonuses, or technology upgrades.

Remember: fixed-wing aircraft are best used with the game's mission system. For details on creating flight missions for aircraft, see the "air combat" section of Chapter 1.

NOTE

THE "RELOAD TIME" FOR AIR UNITS IS NOT THE TIME IT TAKES FOR THE UNIT TO RELOAD ITS AMMUNITION WHEN EMPTY. INSTEAD, IT REFLECTS THE DURATION OF TIME BETWEEN INDIVIDUAL ATTACKS.

Bombers

Bombers are the backbone of your air force. Dealing a huge amount of damage to ground targets, bombers can also withstand a great deal of punishment before they need to return to garrison and be repaired. AA guns can slow bombers down, but the only thing that can really stop them is a large force of fighters.

Bombers are typically expensive, especially to upgrade, but you get what you pay for. The one drawback of bombers, other than their steep price, is their limited ammunition. Bombers will typically need to return to base fairly often. To expedite their runs, use aircraft carriers, or build your airports as close to your intended targets as possible.

Among the standard bombers are two behemoths: two kinds of nuclear bombers. Available first in Epoch XII, and then upgraded in Epoch XIV, nuclear bombers are the most powerful units in the game. They can only drop one bomb at a time, and they are fairly fragile, but if they can reach their target they'll wipe out a good deal of the enemy's buildings and nearby units. Unlike most units, nuclear bombers cannot be upgraded.

Twin-Engine Bomber

Available: Epoch XI

Civilization: All

Damage: 180

Hit points: 800

Line of sight: 8

Maximum ammunition: 6

Movement speed: 5.5

Population cost: 3

Produced at: Airport

Production cost: 100 wood, 180 gold, 140 oil

Production time: 58.5

Range: 1.5

Reload time: 0.3



Veteran Twin-Engine Bomber

Damage: 198

Hit points: 880

Upgrade cost: 459 wood, 459 gold, 459 oil

Elite Twin-Engine Bomber

Damage: 216

Hit points: 960

Upgrade cost: 459 wood, 459 gold, 459 oil

Nuclear Bomber

Available: Epoch XII

Civilization: All

Damage: 2400

Hit points: 500

Line of sight: 9

Maximum ammunition: 1

Movement speed: 5.7

Population cost: 5

Produced at: Airport

Production cost: 225 wood, 300 gold, 475 oil

Production time: 84.5

Range: 1

Reload time: N/A



NOTE

NEITHER THE EPOCH XII
NOR EPOCH XIV NUCLEAR
BOMBER CAN BE UPGRADED.

Quad-Engine Bomber

Available: Epoch XII

Civilization: All

Damage: 200

Hit points: 840

Line of sight: 8

Maximum ammunition: 6

Movement speed: 5.9

Population cost: 3

Produced at: Airport

Production cost: 105 wood, 185 gold, 140 oil

Production time: 58.5

Range: 1.5

Reload time: 0.3



Veteran Quad-Engine Bomber

Damage: 220

Hit points: 924

Upgrade cost: 477 wood, 477 gold, 477 oil

Elite Quad-Engine Bomber

Damage: 240

Hit points: 1008

Upgrade cost: 477 wood, 477 gold, 477 oil

Jet Engine Bomber

Available: Epoch XIII

Civilization: All

Damage: 220

Hit points: 880

Line of sight: 9

Maximum ammunition: 8

Movement speed: 6.2

Population cost: 3

Produced at: Airport

Production cost: 110 wood, 190 gold, 145 uranium



Production time: 58.5

Range: 1.5

Reload time: 0.3

Veteran Jet Engine Bomber

Damage: 242

Hit points: 968

Upgrade cost: 496 wood, 496 gold, 496 uranium

Elite Jet Engine Bomber

Damage: 264

Hit points: 1056

Upgrade cost: 496 wood, 496 gold, 496 uranium

Stealth Bomber

Available: Epoch XIV

Civilization: All

Damage: 250

Hit points: 920

Line of sight: 9

Maximum ammunition: 8

Movement speed: 6.6

Population cost: 3

Produced at: Airport

Production cost: 120 wood, 200 gold, 150 uranium

Production time: 58.5

Range: 1.5

Reload time: 0.3



Veteran Stealth Bomber

Damage: 275

Hit points: 1012

Upgrade cost: 515 wood, 515 gold, 515 uranium

Elite Stealth Bomber

Damage: 300

Hit points: 1104

Upgrade cost: 515 wood, 515 gold, 515 uranium

Nuclear Bomber (II)

Available: Epoch XIV
 Civilization: All
 Damage: 2800
 Hit points: 600
 Line of sight: 9
 Maximum ammunition: 1
 Movement speed: 5.7
 Population cost: 5
 Produced at: Airport
 Production cost: 225 wood, 300 gold, 525 uranium
 Production time: 84.5
 Range: 1
 Reload time: N/A



Orbital Bomber

Available: Epoch XV
 Civilization: All
 Damage: 270
 Hit points: 940
 Line of sight: 9
 Maximum ammunition: 10
 Movement speed: 6.9
 Population cost: 3
 Produced at: Airport
 Production cost: 130 wood, 210 gold, 160 uranium
 Production time: 58.5
 Range: 1.5
 Reload time: 0.3



Veteran Orbital Bomber

Damage: 297
 Hit points: 1034
 Upgrade cost: 533 wood, 533 gold, 533 uranium

Elite Orbital Bomber

Damage: 324
 Hit points: 1128
 Upgrade cost: 533 wood, 533 gold, 533 uranium

Fighters

Fighters are inexpensive, but are best used en masse. Build a large group of fighters to escort your bombers and tactical bombers to their targets. Fighters aren't much good for taking out ground or sea targets, but they're excellent against other fighters, which pose the biggest threat to your bombers, and against enemy bombers and fighter-bombers.

Having a small force of fighters protecting your base is always a good idea. Have them patrol the skies to take out incoming enemy planes or, if necessary, use the Scramble option at an airport to quickly get your fighters flying and fighting.

Fighters remain a very affordable unit all the way up to Epoch XV and are reasonably inexpensive to upgrade, at least compared to bombers.

Biplane

Available: Epoch XI
 Civilization: All
 Damage: 66
 Hit points: 300
 Line of sight: 8
 Maximum ammunition: 18
 Movement speed: 5.7
 Population cost: 2
 Produced at: Airport
 Production cost: 40 wood, 75 gold, 65 oil
 Production time: 52
 Range: 7
 Reload time: 1



Veteran Biplane

Damage: 73
 Hit points: 330
 Upgrade cost: 287 wood, 287 gold, 287 oil

Elite Biplane

Damage: 79
 Hit points: 360
 Upgrade cost: 287 wood, 287 gold, 287 oil

Interceptor

Available: Epoch XII
 Civilization: All
 Damage: 72
 Hit points: 350
 Line of sight: 8
 Maximum ammunition: 20
 Movement speed: 6.3
 Population cost: 2
 Produced at: Airport
 Production cost: 45 wood, 80 gold, 70 oil
 Production time: 52
 Range: 7
 Reload time: 1



Veteran Interceptor

Damage: 79
 Hit points: 385
 Upgrade cost: 299 wood, 299 gold, 299 oil

Elite Interceptor

Damage: 86
 Hit points: 420
 Upgrade cost: 299 wood, 299 gold, 299 oil

Jet Fighter

Available: Epoch XIII
Civilization: All
Damage: 77
Hit points: 400
Line of sight: 9
Maximum ammunition: 25
Movement speed: 6.9
Population cost: 2
Produced at: Airport
Production cost: 50 wood, 95 gold, 95 uranium
Production time: 52
Range: 8
Reload time: 1



Veteran Jet Fighter

Damage: 85
Hit points: 440
Upgrade cost: 310 wood, 310 gold, 310 uranium

Elite Jet Fighter

Damage: 92
Hit points: 480
Upgrade cost: 310 wood, 310 gold, 310 uranium

Stealth Fighter

Available: Epoch XIV
Civilization: All
Damage: 83
Hit points: 450
Line of sight: 9
Maximum ammunition: 28
Movement speed: 7.5
Population cost: 2
Produced at: Airport
Production cost: 55 wood, 95 gold, 104 uranium
Production time: 52
Range: 8
Reload time: 1



Veteran Stealth Fighter

Damage: 91
Hit points: 495
Upgrade cost: 322 wood, 322 gold, 322 uranium

Elite Stealth Fighter

Damage: 100
Hit points: 540
Upgrade cost: 322 wood, 322 gold, 322 uranium

Atmospheric Fighter

Available: Epoch XV
Civilization: All
Damage: 88
Hit points: 500
Line of sight: 9
Maximum ammunition: 32
Movement speed: 8
Population cost: 2
Produced at: Airport
Production cost: 60 wood, 105 gold, 115 uranium
Production time: 52
Range: 8
Reload time: 1



Veteran Atmospheric Fighter

Damage: 97
Hit points: 550
Upgrade cost: 333 wood, 333 gold, 333 uranium

Elite Atmospheric Fighter

Damage: 106
Hit points: 600
Upgrade cost: 333 wood, 333 gold, 333 uranium

Tactical Bombers

Tactical bombers are your best air defense against sea units. With a strong advantage against enemy ships, tactical

bombers are slightly cheaper than standard bombers, but generally more expensive than fighters.

As with bombers, a fighter escort is always necessary with tactical bombers, as they will be easily torn to shreds by enemy fighters.

The only civilization-specific aircraft, the Japanese zero fighter, is classified as a fighter-bomber. Like other unique units, it cannot be upgraded to elite status until Epoch XIII and requires that the Computers technology has been researched. Zero fighters are inexpensive tactical bombers, especially when considering how much damage they can do in Epoch XI, the first epoch in which they are available.

Tri-Plane

Available: Epoch XI
Civilization: All
Damage: 70
Hit points: 400
Line of sight: 9
Maximum ammunition: 14
Movement speed: 5.7
Population cost: 2
Produced at: Airport
Production cost: 60 wood, 120 gold, 90 oil
Production time: 58.5
Range: 1
Reload time: 1



Veteran Tri-Plane

Damage: 77
Hit points: 440
Upgrade cost: 287 wood, 287 gold, 287 oil

CHAPTER 33: AIR UNITS

Elite Tri-Plane

Damage: 84
Hit points: 480
Upgrade cost: 287 wood, 287 gold, 287 oil

Zero Fighter

Available: Epoch XI
Civilization: Japanese
Damage: 88
Hit points: 595
Line of sight: 10
Maximum ammunition: 16
Movement speed: 5.8
Population cost: 2
Produced at: Airport
Production cost: 35 wood, 65 gold, 60 oil
Production time: 48
Range: 7
Reload time: 1



Veteran Zero Fighter

Damage: 107
Hit points: 714
Upgrade cost: 344 food, 344 gold

Elite Zero Fighter

Damage: 125
Hit points: 833
Upgrade cost: 400 food, 400 gold

Dive Bomber

Available: Epoch XII
Civilization: All
Damage: 80
Hit points: 470
Line of sight: 9
Maximum ammunition: 16
Movement speed: 6
Population cost: 2
Produced at: Airport
Production cost: 65 wood, 125 gold, 100 oil
Production time: 58.5
Range: 1
Reload time: 1



Veteran Dive Bomber

Damage: 88
Hit points: 517
Upgrade cost: 299 wood, 299 gold, 299 oil

Elite Dive Bomber

Damage: 96
Hit points: 564
Upgrade cost: 299 wood, 299 gold, 299 oil

Strike Fighter

Available: Epoch XIII
Civilization: All
Damage: 90
Hit points: 540
Line of sight: 10
Maximum ammunition: 18
Movement speed: 6.2
Population cost: 2
Produced at: Airport
Production cost: 70 wood, 130 gold, 100 uranium
Production time: 58.5
Range: 4
Reload time: 1



Veteran Strike Fighter

Damage: 99
Hit points: 594
Upgrade cost: 310 wood, 310 gold, 310 uranium

Elite Strike Fighter

Damage: 108
Hit points: 648
Upgrade cost: 310 wood, 310 gold, 310 uranium

Stealth Tactical-Bomber

Available: Epoch IV
Civilization: All
Damage: 100
Hit points: 610
Line of sight: 10
Maximum ammunition: 20
Movement speed: 6.4
Population cost: 2
Produced at: Airport
Production cost: 75 wood, 135 gold, 105 uranium
Production time: 58.5
Range: 5
Reload time: 1



Veteran Stealth Tactical-Bomber

Damage: 110
Hit points: 671
Upgrade cost: 322 wood, 322 gold, 322 uranium

Elite Stealth Tactical-Bomber

Damage: 120
Hit points: 732
Upgrade cost: 322 wood, 322 gold, 322 uranium

Smart Plane

Available: Epoch XV
Civilization: All
Damage: 110
Hit points: 680
Line of sight: 10
Maximum ammunition: 22
Movement speed: 6.7
Population cost: 2
Produced at: Airport
Production cost: 80 wood, 140 gold, 110 uranium
Production time: 58.5
Range: 6
Reload time: 1



Veteran Smart Plane

Damage: 121

Hit points: 748

Upgrade cost: 333 wood, 333 gold, 333 uranium

Elite Smart Plane

Damage: 132

Hit points: 816

Upgrade cost: 333 wood, 333 gold, 333 uranium

Paratrooper Planes

Paratrooper planes are unique aircraft in that they don't have any attack capabilities, and they cannot transport your troops. Instead, paratrooper planes come equipped with a small battalion of ground units. Standard paratrooper planes, available in Epoch XII, carry six riflemen, while heavy paratrooper planes, available in Epoch XIV, carry ten incendiary mortars.

To use paratrooper planes, select a target location for your plane to unload its cargo, and the units will parachute out of the plane at the selected point. When they land, they operate as standard units of their class.

Paratrooper planes don't have many hit points, and therefore must be well protected. Be sure to have fighters in tow when using paratrooper planes. Also note that paratrooper planes have a very high resource cost, as well as an extremely high population cost.

Paratrooper Plane

Available: Epoch XII

Civilization: All

Damage: N/A

Hit points: 250

Line of sight: 5

Movement speed: 5.7

Paratroopers: 6

Population cost: 7

Produced at: Airport

Production cost: 325 food, 216 wood, 50 gold, 175 oil

Production time: 45.5

Range: N/A

Reload time: N/A



Heavy Paratrooper Plane

Available: Epoch XIV

Civilization: All

Damage: N/A

Hit points: 300

Line of sight: 5

Movement speed: 5.7

Paratroopers: 10

Population cost: 11

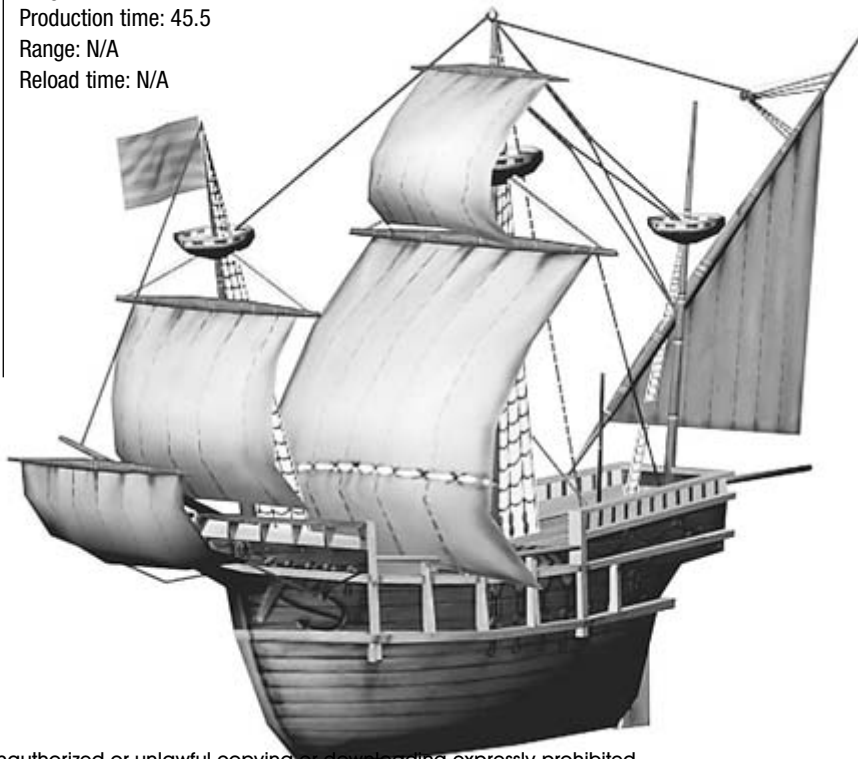
Produced at: Airport

Production cost: 725 food, 532 wood, 50 gold, 425 oil

Production time: 35

Range: N/A

Reload time: N/A



Chapter 34: Special Forces

In addition to the many units that make up your fighting forces, there are also numerous units that have little-to-no combat capabilities whatsoever. These units are every bit as important as your military units, however, and knowing how to use them efficiently is vital. From keeping a steady flow of resources to scouting the enemy territories, your non-combat units play an important part in making sure your army is plentiful and healthy, and that you have as much intelligence as possible about the enemy's strength and movements.

Citizens

Resources are the foundation of your empire. A steady supply of both standard and special resources is vital to ensure you always have the needed materials to build, expand, and produce military units. Because of that, citizens are the most important unit you have. They are your primary source of resources, and without harvesting, your empire cannot advance. Each citizen can carry 15 units of whatever resource it is harvesting.

In addition to harvesting, citizens are the only units that can construct buildings. They have very minor attack capabilities, but are, in reality, useless as fighters. They simply don't have the hit points to last in combat. Citizens get slight upgrades to damage and hit points as you advance through the Epochs.

NOTE

IN ADDITION TO HARVESTING AND BUILDING, CITIZENS MAKE AN EXCELLENT, INEXPENSIVE UNIT TO GARRISON IN WALL TOWERS AND FORTRESSES.

Citizens

Available: Epoch I
Civilization: All
Damage: Varies
Hit points: Varies
Line of sight: 5
Movement speed: 1.1
Population cost: 1
Produced at: City center
Production cost: Varies
Production time: 25
Range: 1



Epoch I

Damage: 5
Hit points: 30
Production cost: 50 food



Epoch IV

Damage: 6
Hit points: 30
Production cost: 45 food



Epoch VII

Damage: 7
Hit points: 40
Production cost: 45 food



Epoch X

Damage: 8
Hit points: 50
Production cost: 40 food



Epoch XIII

Damage: 9
Hit points: 60
Production cost: 35 food

Fishing Ships

Fishing ships are the only other unit that can harvest resources, and the only resource they can harvest is food. Fishing boats are particularly vulnerable to attack; they have no offensive capabilities, and the seas can be a dangerous place without a combat-capable escort. When building a large army, however, food will always be scarce, so it's good to have as many sources as possible. Fishing ships are an important part of your operation, but

make sure they are well guarded. Fishing ships can gather 30 units of food before returning to the dock with their cargo.

Fishing Galley

Available: Epoch I

Civilization: All

Damage: N/A

Hit points: 50

Line of sight: 5

Movement speed: 1.7

Population cost: 1

Produced at: Dock

Production cost: 30 wood, 20 gold

Production time: 32.5

Range: N/A



Whaling Ship

Available: Epoch VI

Civilization: All

Damage: N/A

Hit points: 75

Line of sight: 5

Movement speed: 1.7

Population cost: 1

Produced at: Dock

Production cost: 30 wood, 20 gold

Production time: 32.5

Range: N/A



Commercial Fishing Ship

Available: Epoch XI

Civilization: All

Damage: N/A

Hit points: 100

Line of sight: 5

Movement speed: 1.7

Population cost: 1

Produced at: Dock

Production cost: 30 wood, 20 gold

Production time: 32.5

Range: N/A



Leaders

Leaders are unique units that automatically appear near your capital city when you win a crown. There are three types of leaders, each corresponding to a crown. The military leader appears if you win the military crown, the economic leader appears if you win the economic crown, and the imperial leader appears if you win the imperial crown. Additionally, you can only have one leader at a time.

Leaders have combat abilities, but they also have two unique powers that reflect their category and can be very beneficial. Each has two powers, including a passive power. Passive powers are always “on” and affect units or buildings within a small radius around the leader. Each leader also has an active power. You must activate these powers and select their targets. They have a short duration and must recharge before they can be used again.

The military leaders’ powers enhance your troops’ fighting prowess, either by directly aiding them or by hampering the enemy. The economic leaders’ powers typically help with the production of buildings or units, the gathering of resources, or the rewards of trading. The imperial leaders’ powers improve your city

and units in a variety of ways, such as making them immune to conversion, improving their skills in battle, or expediting the construction of city centers and wonders.

As your civilization advances, so does the leader. Each category has three different leaders available: the first in Epoch I, the second in Epoch VI, and the third in Epoch XI. Each period’s leaders have different powers, and each leader’s damage and hit points increase in every Epoch.

Economic Leader I

The first incarnation of the economic leader has the passive Customs power, which increases the amount of gold received by trade buildings in his influence area. His active power, Mobilization, reduces the build time for units at a single building of your choice.

Available: Epoch I

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 1.7

Population cost: 0

Powers: Customs, Mobilization

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2



CHAPTER 34: SPECIAL FORCES

Epoch I

Damage: 25
Hit points: 600

Epoch II

Damage: 27
Hit points: 620

Epoch III

Damage: 29
Hit points: 640

Economic Leader II

In Epoch VI, the economic leader's passive power becomes Prioritization. With this power, all citizens in its influence area build and repair more quickly. His active Foreign Investment power can be very handy: it instantly converts an enemy building to your possession. Note that, with Foreign Investment, you must pay twice the standard resource cost to take control of the building. Additionally, it cannot be used with city centers, outposts, fortresses, or wonders.

Available: Epoch VI

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 3.4

Population cost: 0

Powers: Prioritization, Foreign Investment

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2

Epoch IV

Damage: 31
Hit points: 660

Epoch V

Damage: 33
Hit points: 680

Epoch VI

Damage: 35
Hit points: 700

Epoch VII

Damage: 37
Hit points: 720

Epoch VIII

Damage: 39
Hit points: 740

Economic Leader III

The final economic leader has the active Capitalism power, which allows you to instantly convert a single enemy unit, but costs you twice its resource cost in gold. This leader's passive power is Project Management, which gives all citizens within its influence range an increased rate of resource harvesting.

Available: Epoch XI

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 3.4

Population cost: 0

Powers: Project Management, Capitalism

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2

Epoch XI

Damage: 45
Hit points: 800

Epoch XII

Damage: 47
Hit points: 820

Epoch IX

Damage: 41
Hit points: 760

Epoch X

Damage: 43
Hit points: 780

Epoch XIII

Damage: 49
Hit points: 840

Epoch XIV

Damage: 51
Hit points: 860

Epoch XV

Damage: 53
Hit points: 880

Imperial Leader I

The first imperial leader has the very handy Endeavor power. This is an active power that significantly increases the building of a single city center or wonder. His passive power is Loyalty, which prevents the conversion of any of your units within its influence range.

Available: Epoch I

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 1.7

Population cost: 0

Powers: Loyalty, Endeavor

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2



Epoch I

Damage: 25
Hit points: 600

Epoch II

Damage: 27
Hit points: 620

Epoch III

Damage: 29
Hit points: 640

Epoch IV

Damage: 31
Hit points: 660

Epoch V

Damage: 33
Hit points: 680

Imperial Leader II

The second incarnation of the imperial leader has two very useful powers. His passive power is Lectures, which increases the rate at which



technology points are generated at your temples and universities. His active power is Fast Tracking. This power can be used on any building undergoing construction except wonders and city centers. When the power is used, the selected building is instantly completed.

Available: Epoch VI

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 3.4

Population cost: 0

Powers: Lectures, Fast Tracking

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2



Epoch VI

Damage: 35

Hit points: 700

Epoch IX

Damage: 41

Hit points: 760

Epoch VII

Damage: 37

Hit points: 720

Epoch X

Damage: 43

Hit points: 780

Epoch VIII

Damage: 39

Hit points: 740

Imperial Leader III

The Epoch XI imperial leader has powers that are intended to help stave off invasion during the final Epochs. His passive power is Nationalism, which gives nearby units a significant bonus to their damage ratings. Nationalism is only in effect in territories

that you control. The active Imperialism makes a single building invulnerable to damage or capture for the duration of the effect.

Available: Epoch XI

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 3.4

Population cost: 0

Powers: Nationalism, Imperialism

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2



Epoch XI

Damage: 54

Hit points: 800

Epoch XIV

Damage: 61

Hit points: 860

Epoch XII

Damage: 56

Hit points: 820

Epoch XV

Damage: 64

Hit points: 880

Epoch XIII

Damage: 59

Hit points: 840

Military Leader I

The first military leader has the passive High Fervor power, which gives an attack bonus to all units within his influence range, including himself. He also has the Rally power which, when used, heals all nearby friendly units.

Available: Epoch I

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 1.7



Population cost: 0

Powers: High Fervor, Rally

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2

Epoch I

Damage: 42

Hit points: 600

Epoch IV

Damage: 49

Hit points: 660

Epoch II

Damage: 44

Hit points: 620

Epoch V

Damage: 52

Hit points: 680

Epoch III

Damage: 47

Hit points: 640

Military Leader II

The second military leader has the passive High Morale power. With this power, every unit within the leader's influence range takes less damage when hit. In Epoch VI, the leader's active power changes to Fire and Maneuver. This power, when used, increases nearby friendly units' speed by 50 percent and immobilizes all enemies within range for 30 seconds.

Available: Epoch VI

Civilization: All

Damage: Varies

Hit points: Varies

Line of sight: 5

Movement speed: 3.4

Population cost: 0

Powers: High Morale, Fire and Maneuver

Produced at: City center

Production cost: None

Production time: 0

Range: 1

Reload time: 2



Epoch VI

Damage: 45
Hit points: 700

Epoch VII

Damage: 47
Hit points: 720

Epoch VIII

Damage: 49
Hit points: 740

Military Leader III

The third and final military leader has the Discipline power. This passive power makes all units within range more resistant to area damage. The leader's Diversion power will create a phantom force of units that can be sent in ahead of your main force to distract the enemy. These units cannot do damage.

Available: Epoch XI
Civilization: All
Damage: Varies
Hit points: Varies
Line of sight: 5
Movement speed: 1.7
Population cost: 0
Powers: Discipline, Diversion
Produced at: City center
Production cost: None
Production time: 0
Range: 5
Reload time: 2



Epoch XI

Damage: 55
Hit points: 800

Epoch XII

Damage: 57
Hit points: 820

Epoch XIII

Damage: 59
Hit points: 840

Epoch IX

Damage: 51
Hit points: 760

Epoch X

Damage: 52
Hit points: 780

Epoch XIV

Damage: 61
Hit points: 860

Epoch XV

Damage: 63
Hit points: 880

Medics and Repair Units

Though your troops can heal or be repaired when garrisoned in certain buildings or stationed in your city limits, they don't have either of these luxuries when fighting in the field. That's where medics and repair units come into play. These units typically can't attack, but they can patch up your units that do attack, making them a vital part of a successful military campaign.

The Aztecs have a healer as one of their unique units. The jungle healer, available to the Aztecs in Epoch XI, is a more efficient medic than the standard unit available to all civilizations. Unlike standard medics, the jungle healer has veteran and elite upgrades that increase his hit points.

The Hera repair HERC, available in Epoch XV, is unlike other repair units because it does have attack capabilities, in addition to the ability to heal other HERCs. In addition to its attack capabilities, the Hera has a Cast Shield power, which creates a protective barrier against a single, target HERC, making it immune to ranged damage for a short time.

Engineer

Available: N/A
Civilization: Mission-specific
Damage: None
Hit points: 50
Line of sight: 5
Movement speed: 1.1
Population cost: 1
Produced at: N/A
Production cost: None
Production time: N/A
Range: N/A
Reload time: N/A
Repairs/heals: Tanks and artillery, buildings



NOTE

THE ENGINEER IS ONLY AVAILABLE IN CERTAIN SINGLE-PLAYER SCENARIOS. IT CANNOT BE BUILT IN SKIRMISH OR MULTI-PLAYER GAMES.

Jungle Healer

Available: Epoch XI
Civilization: Aztec
Damage: None
Hit points: 250
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: University
Production cost: 55 food, 55 gold, 40 oil
Production time: 25
Range: N/A
Reload time: N/A
Repairs/heals: All light and heavy infantry, light and heavy mounted (excluding tanks), artillery with a visible human crew, citizens, medics, scouts, spies, priests, leaders



Veteran Jungle Healer

Hit points: 300

Upgrade cost: 344 food, 344 gold

Elite Jungle Healer

Hit points: 350

Upgrade cost: 400 food, 400 gold

Medic

Available: Epoch X

Civilization: All

Damage: N/A

Hit points: Varies

Line of sight: 5

Movement speed: 1.7

Population cost: 1

Produced at: University

Production cost: 50 food, 50 gold

Production time: 25

Range: N/A

Reload time: N/A

Repairs/heals: All light and heavy infantry, light and heavy mounted (excluding tanks), artillery with a visible human crew, citizens, medics, scouts, spies, priests, leaders



Epoch X

Hit points: 100



Epoch XII

Hit points: 125



Epoch XIV

Hit points: 150

NOTE

MEDICS AND JUNGLE HEALERS CAN ONLY HEAL UNITS WITH A VISIBLE HUMAN CREW. TANKS, PLANES, SHIPS, AND LATER-EPOCH ARTILLERY UNITS CANNOT BE HEALED BY MEDICS.

Hera

Available: Epoch XV

Civilization: All

Damage: 34

Hit points: 425

Line of sight: 11

Movement speed: 1.7

Population cost: 2

Produced at: HERC manufacturing facility

Production cost: 150 wood, 150 gold, 75 uranium

Production time: 60

Range: 10

Reload time: 3.5

Repairs/heals: HERCs

Special powers: Cast shield



Veteran Hera

Hit points: 467

Upgrade cost: 500 food, 500 gold, 500 uranium

Elite Hera

Hit points: 510

Upgrade cost: 500 food, 500 gold, 500 uranium

NOTE

HERAS CAN BE UPGRADED LIKE STANDARD COMBAT UNITS. THEY DO NOT, HOWEVER, RECEIVE ANY DAMAGE INCREASES WITH UPGRADES.

Priests

Priests are unique units that have only one purpose: bringing enemy units over to your side. They have no attack capabilities and are very vulnerable if attacked without protection. A small force of priests, however, can turn the tide of a battle. Their Convert Unit power can turn the allegiance of an enemy unit, giving you control over that unit unless the enemy converts it back. Conversion is not immediate. It takes time to convert an enemy, though if you have several priests converting the same unit, that time is reduced significantly.

In addition to Convert Unit, priests also have the Bless power. When used, Bless increases the attack power of all combat units in the radius of effect.

Druid

Available: Epoch I

Civilization: British

Damage: N/A

Hit points: 300

Line of sight: 5

Movement speed: 1.1

Population cost: 1

Produced at: Temple

Production cost: 45 food, 90 gold, 10 tin

Production time: 37

Range: N/A

Reload time: N/A

Special power: Bless, Convert Unit



CHAPTER 34: SPECIAL FORCES

Veteran Druid

Hit points: 360

Upgrade cost: 100 food, 100 gold

Elite Druid

Hit points: 420

Upgrade cost: 228 food, 228 gold

Priest

Available: Epoch I

Civilization: All

Damage: N/A

Hit points: Varies

Line of sight: 5

Movement speed: 1.1

Population cost: 1

Produced at: Temple

Production cost: Varies

Production time: 45.5

Range: N/A

Reload time: N/A

Special power: Bless, Convert Unit



Epoch I

Hit points: 200

Production cost:

35 food, 65 gold



Epoch IV

Hit points: 260

Production cost:

38 food, 70 gold



Epoch VII

Hit points: 315

Production cost:

41 food, 75 gold



Epoch X

Hit points: 375

Production cost:

44 food, 80 gold



Epoch XIII

Hit points: 570

Production cost:

47 food, 85 gold

Scouting Units

Good intelligence is a vital part of any game. It may be an obvious point, but knowing where your enemy is and what he is up to can give you an incredible advantage. What types of units is your opponent building? How large is his army? How good are his defenses? The best way to learn the basics of your enemy's strength is through scouting (or through spying, but that's another issue altogether).

Until Epoch XI, your best scouting unit is the basic scout. Scouts have a great line of sight and basic combat capabilities, and they move quickly enough to flee to safety if they're attacked. Beginning in Epoch XI, the introduction of the observation balloon gives you much better scouting capabilities. The American-only frontiersman is basically a heartier scout with a better attack rating.

The observation balloon is a flying unit that is also a stealth unit. The stealth factor makes the observation balloon a very powerful tool, because it can only be spotted by spies

or outposts. A well-placed balloon can give you constant information about enemy bases and units. In Epoch XIII, the balloon is replaced by the satellite.

NOTE

THE AMERICAN FRONTIERSMAN IS ESSENTIALLY A MORE POWERFUL SCOUT WITH MUCH BETTER ATTACK CAPABILITIES. SEE THE LIGHT INFANTRY SECTION OF CHAPTER 31 FOR THE FRONTIERSMAN'S STATISTICS.

Frontiersman

Available: Epoch I

Civilization: American

Damage: 4

Hit points: 55

Line of sight: 9

Movement speed: 2.9

Population cost: 1

Produced at: Barracks

Production cost: 60 food, 10 tin

Production time: 40

Range: 1

Reload time: 2



Veteran Frontiersman

Damage: 5

Hit points: 66

Upgrade cost: 100 food, 100 gold

Elite Frontiersman

Damage: 6

Hit points: 77

Upgrade cost: 228 food, 228 gold

Observation Balloon

Available: Epoch I
Civilization: All
Damage: N/A
Hit points: 200
Line of sight: 7
Movement speed: 3.4
Population cost: 1
Produced at: Hangar
Production cost: 25 food, 25 gold, 10 oil
Production time: 32.5
Range: N/A
Reload time: N/A
Special powers: Stealth



Satellite

Available: Epoch XIII
Civilization: All
Damage: N/A
Hit points: 600
Line of sight: 13
Movement speed: 3.4
Population cost: 1
Produced at: Hangar
Production cost: 160 wood, 160 food, 160 uranium
Production time: 52
Range: N/A
Reload time: N/A
Special powers: Stealth



Scout

Available: Epoch I
Civilization: All
Damage: Varies
Hit points: Varies
Line of sight: Varies
Movement speed: 2.9
Population cost: 1
Produced at: City center
Production cost: Varies
Production time: 32.5
Range: 1
Reload time: Varies



Epoch IV

Damage: 3
Hit points: 50
Line of sight: 7
Production cost: 50 food
Reload time: 2



Epoch X

Damage: 5
Hit points: 80
Line of sight: 9
Production cost: 50 food
Reload time: 2



Epoch I

Damage: 2
Hit points: 35
Line of sight: 7
Production cost: 30 food
Reload time: 2

Epoch VII

Damage: 4
Hit points: 65
Line of sight: 8
Production cost: 50 food
Reload time: 2

Epoch XIII

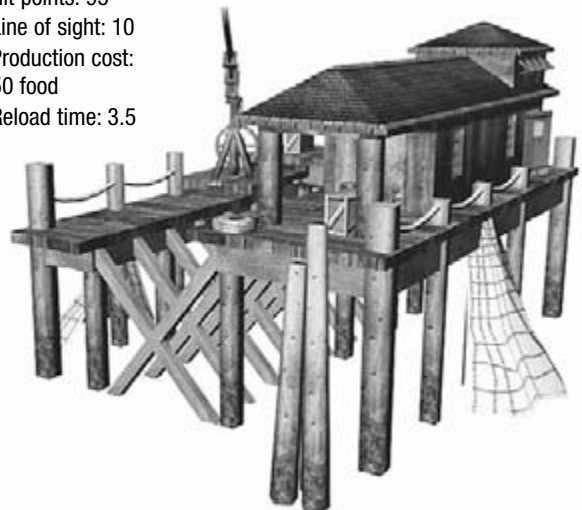
Damage: 10
Hit points: 95
Line of sight: 10
Production cost: 50 food
Reload time: 3.5

Spies

Spies are more than just observation units. They have substantial abilities that can wreak havoc on enemy buildings, as well as gather a great deal of information about their operations. Spy abilities are introduced throughout the Epochs, so spies in the early Epochs are somewhat less powerful than those in later Epochs. Two civilizations get unique spies: The Japanese get the ninja, and the British get the MI-6 agent. In addition to being heartier units, these special spies take less time to use their abilities, and the effects of their abilities last longer.

NOTE

SPIES, LIKE ALL STEALTH UNITS, CAN ONLY BE SPOTTED BY OUTPOSTS OR OTHER SPIES.



CHAPTER 34: SPECIAL FORCES

STONE AGE	COPPER AGE	BRONZE AGE	IRON AGE	DARK AGE	MIDDLE AGE	RENAISSANCE	IMPERIAL AGE	ENLIGHTENMENT
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Spy Powers

Extraction

The Extraction ability allows a spy to quickly get out of enemy territory if he is spotted. Note that Extraction requires 100 percent of the spy's power, so it cannot be used immediately after using another ability. To use Extraction, simply click the icon. An "extraction point" will appear near the spy at a random location. If the spy can reach the point, he will be immediately transported to your nearest city center. Extraction is available in Epoch I.

Gather Information

The spy has access to the Gather Intelligence ability in Epoch I. When used on an enemy building, Gather Intelligence shows you every building of that

type owned by your opponent, as well as everything within those buildings' line of sight for a short period of time. If the Gather Intelligence ability is used on an enemy city center, the opponent's crown score will be available from the Crowns menu for 5 minutes.

Sabotage and Restore

If a spy successfully sabotages a building, that building is inoperable for the duration of the effect. Inoperable buildings cannot attack, produce units, or perform basic functions such as accept resources or trade route drop-offs. Note, however, that sabotaged outposts can still spot spies. The Restore ability allows spies to remove the Sabotage

effect from friendly buildings. Both Sabotage and Restore are available in Epoch IV. Subterfuge must be researched for spies to gain these abilities.

Toxic Contamination and Toxic Decontamination

These two abilities are both available once you research Fifth Column in Epoch IX. Toxic Contamination can be used on enemy city centers or warehouses. When used, the power causes any unit who comes in contact with the infected building to be contaminated and slowly lose hit points over time. The Toxic Decontamination ability, also available in Epoch IX, allows spies to remove the contamination effect from friendly buildings.

MI-6 Agent

Available: Epoch XI

Civilization: British

Damage: N/A

Hit points: 320

Line of sight: 11

Movement speed: 1.7

Population cost: 1

Produced at: University

Production cost: 120 food, 80 gold, 50 oil

Production time: 37.7

Range: N/A

Reload time: N/A

Special powers: Extraction, Gather Intelligence, Sabotage, Restore, Toxic Contamination, Toxic Decontamination, Stealth

Veteran MI-6 Agent

Hit points: 384

Upgrade cost: 344 food, 344 gold



Elite MI-6 Agent

Hit points: 448

Upgrade cost: 400 food, 400 gold

Ninja

Available: Epoch VI

Civilization: Japanese

Damage: N/A

Hit points: 330

Line of sight: 10

Movement speed: 1.7

Population cost: 1

Produced at: University

Production cost: 175 food, 120 gold

Production time: 40

Range: N/A

Reload time: N/A

Special powers: Extraction, Gather Intelligence, Sabotage, Restore, Toxic Contamination, Toxic Decontamination, Stealth



Veteran Ninja

Hit points: 396

Upgrade cost: 272 food, 272 gold

Elite Ninja

Hit points: 462

Upgrade cost: 300 food, 300 gold

NOTE

THE NINJA GETS THE TOXIC CONTAMINATION AND TOXIC DECONTAMINATION ABILITIES AUTOMATICALLY AND DOES NOT REQUIRE THE FIFTH COLUMN TECHNOLOGY IN EPOCH IX.

Spy

Available: Epoch I
 Civilization: All
 Damage: N/A
 Hit points: Varies
 Line of sight: 6
 Movement speed: 1.9
 Population cost: 1
 Produced at: University
 Production cost: 150 food, 100 gold
 Production time: 45.5
 Range: N/A
 Reload time: N/A
 Special powers: Extraction, Gather Intelligence, Sabotage, Restore, Toxic Contamination, Toxic Decontamination, Stealth



Epoch I

Hit Points: 75



Epoch IV

Hit Points: 100



Epoch VII

Hit Points: 125



Epoch X

Hit Points: 150



Epoch XIII

Hit Points: 175

Trade Units

Trade units have no attack capabilities whatsoever. These fast-moving couriers move between the markets and docks of your territories, and the markets and docks of other civilizations you've established friendly relations with, carrying goods and earning you gold. Trade is a significant source of income when used properly, but trade units are very vulnerable.

Trade carts are your land-based trading units. These get an incremental upgrade in hit points at three different points throughout the Epochs. You can also trade by sea. There are three types of merchant ships: trading galleys, trading cogs, and container ships.

Trade Carts

Available: Epoch II
 Civilization: All
 Damage: N/A
 Hit points: Varies
 Line of sight: 5
 Movement speed: 2.3
 Population cost: 1
 Produced at: Market
 Production cost: 25 food, 25 gold
 Production time: 26
 Range: N/A



Epoch II

Hit points: 50



Epoch VI

Hit points: 75



Epoch XI

Hit points: 100

Trading Galley

Available: Epoch I
 Civilization: All
 Damage: N/A
 Hit points: 50
 Line of sight: 5
 Movement speed: 1.7
 Population cost: 1
 Produced at: Dock
 Production cost: 40 wood, 20 gold
 Production time: 32.5
 Range: N/A



Trading Cog

Available: Epoch VI
 Civilization: All
 Damage: N/A
 Hit points: 50
 Line of sight: 5
 Movement speed: 1.7
 Population cost: 1
 Produced at: Dock
 Production cost: 40 wood, 20 gold
 Production time: 32.5
 Range: N/A



CHAPTER 34: SPECIAL FORCES

Container Ship

Available: Epoch XI
Civilization: All
Damage: N/A
Hit points: 50
Line of sight: 5
Movement speed: 1.7
Population cost: 1
Produced at: Dock
Production cost: 40 wood, 20 gold
Production time: 32.5
Range: N/A



Cargo Ship

Available: Epoch VI
Civilization: All
Damage: N/A
Garrison capacity: 18
Hit points: 600
Line of sight: 5
Movement speed: 2.3
Population cost: 1
Produced at: Dock
Production cost: 100 wood
Production time: 39
Range: N/A
Reload time: N/A



Transport Helicopter

Available: Epoch XIII
Civilization: All
Damage: N/A
Garrison capacity: 8
Hit points: 300
Line of sight: 6
Movement speed: 2.3
Population cost: 1
Produced at: Hangar
Production cost: 100 food, 100 gold, 50 oil
Production time: 45.5
Range: N/A
Reload time: N/A



Transports

Transport ships and helicopters can quickly move groups of units through the air or over the water. Units garrisoned in these vehicles take up a number of slots equal to their population cost. For instance, a mounted unit with a population cost of two will take up two garrison slots in a transport. Transports should always be very well defended; if they are destroyed, all units within are destroyed as well. Note that until Epoch VI, war galley class warships also act as transports. See Chapter 32 for more information about war galleys.

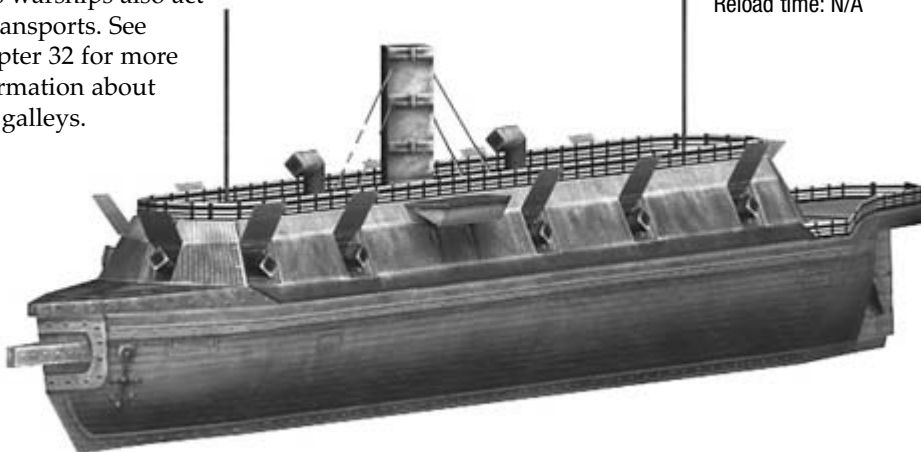
Merchant Marine

Available: Epoch XI
Civilization: All
Damage: N/A
Garrison capacity: 24
Hit points: 900
Line of sight: 6
Movement speed: 2.3
Population cost: 1
Produced at: Dock
Production cost: 150 wood
Production time: 39
Range: N/A
Reload time: N/A



Heavy Transport Helicopter

Available: Epoch XV
Civilization: All
Damage: N/A
Garrison capacity: 12
Hit points: 350
Line of sight: 6
Movement speed: 2.3
Population cost: 1
Produced at: Hangar
Production cost: 100 food, 100 gold, 50 oil
Production time: 45.5
Range: N/A
Reload time: N/A



Chapter 35: Structures

Citizen Structures

Citizen structures encompass all buildings that aren't directly involved in your military force. This includes buildings that produce non-combat units, as well as resource drop-off and harvesting buildings. For buildings that produce combat units, see the next section, Military Structures.

NOTE

SOME BUILDING STATS WILL CHANGE BECAUSE OF TECHNOLOGY RESEARCH. THE STATS LISTED HERE ARE THE BASE STATS FOR THAT BUILDING, AND DO NOT TAKE RESEARCH INTO CONSIDERATION. NOTE THAT WHEN STARTING A MULTIPLAYER OR SKIRMISH GAME IN A LATER EPOCH, YOU ARE GIVEN ALL PREVIOUS TECHNOLOGY UPGRADES, SO THESE STATS WILL BE SLIGHTLY DIFFERENT.

City Center

Available: Epoch I
Garrison capacity: 5
Hit points: Varies
Line of sight: Varies
Number per territory: 1
Produces: Citizens, leaders, scouts
Production cost: 300 wood, 300 stone
Special functions: Emergency, +40 to population cap, resource drop-off

The city center is, as the name implies, the center of operations for your city. It produces your citizens and scouts and serves as a resource drop-off point. Your city center is also the center point of your city limits, and buildings within the city limits are more difficult to capture. Additionally, when the city center's Emergency ability is used, your citizens will garrison themselves safely within the city center when enemy units are present (up to the city center's garrison limit). Each city center you build will add 40 to your population cap, and the city center becomes stronger and more influential as you progress through the Epochs. You can only have one city center per territory.



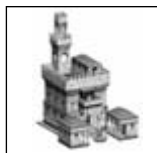
Epoch I

Hit points: 8000
Line of sight: 3



Epoch IV

Hit points: 9000
Line of sight: 4



Epoch VII

Hit points: 10000
Line of sight: 5



Epoch X

Hit points: 12500
Line of sight: 5



Epoch XIII

Hit points: 15000
Line of sight: 6

Farm

Available: Epoch II
Garrison capacity: None
Hit points: 100
Line of sight: 0
Number per territory: Unlimited
Produces: None
Production cost: 100 wood
Special function: Provides 15 food per load harvested



First available in Epoch II, the farm is a more stable

source of food than hunting or foraging. It provides an infinite amount of food for a low production cost, but food is gathered slightly more slowly than from other methods.

CHAPTER 35: STRUCTURES

Only one citizen can be assigned to each farm, but there is no limit to the number of farms you can build in a single territory.

House

Available: Epoch I

Hit points: Varies

Garrison capacity: None

Hit points: Varies

Line of sight: Varies

Number per territory: 6

Produces: None

Production cost: 50 wood, 50 stone
Special function: +5 to population cap, +3 percent fervor bonus, +3 percent morale bonus, +1 percent resource drop-off bonus

The most immediate benefit of houses is their influence on your population cap. Each house you build in a territory adds 5 to your cap. You can have up to 6 houses in a single territory, for a total of 30 additional slots in your population. Houses have secondary benefits as well, which can be just as important. Each house you build adds a 3 percent bonus to both fervor and morale, and additionally gives a 1 percent drop-off bonus to each resource drop-off point in a territory (including the city center, warehouses, and docks).

NOTE
FOR WESTERN CULTURES, HOUSES CAN GAIN ATTACK CAPABILITIES WITH THE CONSTRUCTION OF THE PENTAGON. SEE THE WONDERS SECTION OF THIS CHAPTER FOR MORE INFORMATION.



Epoch I

Hit points: 750

Line of sight: 2



Epoch III

Hit points: 1000

Line of sight: 3



Epoch V

Hit points: 1250

Line of sight: 3



Epoch VII

Hit points: 1500

Line of sight: 4



Epoch IX

Hit points: 1750

Line of sight: 4



Epoch XI

Hit points: 2000

Line of sight: 4



Epoch XIII

Hit points: 2250

Line of sight: 5

Market

Available: Epoch II

Garrison capacity: None

Hit points: Varies

Line of sight: 5

Number per territory: 1

Produces: Trade cart

Production cost: 125 wood, 125 gold

Special function: Purchase and sale of resources, trade drop-off location

The market produces the trade cart, the land-based trade unit. Sending trade units between markets earns you gold, and sending trade units to foreign markets earns you even more gold. Markets are essential for another reason: you can buy and sell resources. This can be a lifesaver when needed items are low or rare, but remember that buying or selling resources is always a case of diminishing returns, because each transaction lowers or raises the price for a particular resource, and never in your favor.



Epoch II

Hit points: 1000



Epoch V

Hit points: 1500



Epoch VIII

Hit points: 2000



Epoch XI
Hit points: 2500



Epoch XIV
Hit points: 3000

Oil Derrick

Available: Epoch X
Garrison capacity: 6
Hit points: 1000
Line of sight: 5
Number per territory: Unlimited
Produces: None
Production cost: 100 wood
Special function: Harvests oil when garrisoned



First available in Epoch X, the oil derrick is the only way you can gather

the oil resource. To gather oil, build a derrick on an oil patch, and then garrison some citizens within the derrick. Up to six citizens can be garrisoned in each derrick, and the rate of harvesting is increased with each citizen assigned. Oil derricks must be built on oil deposits.

Temple

Available: Epoch I
Garrison capacity: 2
Hit points: Varies
Line of sight: Varies
Number per territory: 1
Produces: Priests

Production cost: 250 stone
Special function: Generates technology points

The temple produces priests, but it also generates technology points. Only the temple and the university can generate technology points, so it's vital that you keep both buildings garrisoned. Each temple can garrison two priests, but some research technologies, such as Parchment and Rationalism, will increase the capacity. You can only build one temple in each territory. Temples can only be garrisoned with priests.



Epoch I
Hit points: 1000
Line of sight: 2



Epoch IV
Hit points: 1500
Line of sight: 2



Epoch VII
Hit points: 2000
Line of sight: 3



Epoch X
Hit points: 2500
Line of sight: 4



Epoch XIII
Hit points: 3000
Line of sight: 4

University

Available: Epoch I
Garrison capacity: 3
Hit points: Varies
Line of sight: Varies
Number per territory: 1
Produces: Spies, medics
Production cost: 150 wood, 150 stone
Special function: Generate technology points

Like temples, universities generate technology points when citizens are garrisoned. As with temples, it's essential you keep them garrisoned to their maximum, as technology points are vital to keeping your empire progressing at a competitive rate. Universities also produce spies and, during and after Epoch X, medics. You may only build one university per territory.



Epoch I
Hit points: 1000
Line of sight: 2



Epoch IV
Hit points: 1500
Line of sight: 2



Epoch VII
Hit points: 2000
Line of sight: 3



Epoch X
Hit points: 2500
Line of sight: 4



Epoch XIII
Hit points: 3000
Line of sight: 4

CHAPTER 35: STRUCTURES

Uranium Mine

Available: Epoch XIII
 Garrison capacity: 6
 Hit points: 1000
 Line of sight: 5
 Number per territory: Unlimited
 Produces: None
 Production cost: 100 wood
 Special function: Harvests uranium when garrisoned



Not available until very late in the game, the uranium mine must be built on uranium patches in order to harvest them. Like the oil derrick, the uranium mine must be garrisoned. It can hold up to six citizens, and the number of citizens operating the mine increases the rate at which uranium is harvested. Uranium mines can only be built on uranium deposits.

Warehouse

Available: Epoch I
 Garrison capacity: 5
 Hit points: Varies
 Line of sight: 5
 Number per territory: Unlimited
 Produces: None
 Production cost: 100 wood
 Special function: Resource drop-off point

Warehouses provide a more convenient drop-off location for resources. Build them close to resource deposits in order to shorten the distance your citizens must travel, expediting harvesting. Garrisoning citizens in warehouses will add a bonus to the drop-off rate; each citizen increases the rate by 2 percent. Note that this bonus only applies to the specific warehouse in which the citizens are garrisoned; it doesn't have a global effect

on all drop-off points. You can garrison up to five citizens in each warehouse.



Epoch I

Hit points: 2000



Epoch IV

Hit points: 2250



Epoch VII

Hit points: 2500



Epoch X

Hit points: 2750



Epoch XIII

Hit points: 3000

Bridges and Roads

Bridges and roads allow your units to move much more quickly and can help alleviate the movement penalties incurred in inclement weather. For the benefit they provide, roads are fairly inexpensive and are quick to build. The one drawback is that roads add a bonus to all troops, friend and foe alike.

To build a road, select a citizen, open the citizen structures menu and select "road" (or just press [R]), then left-click on the point at which you want the road to start. Drag the road to its end point. You can add turns by

left-clicking a second time, which will anchor the road. To finish the road, left-click on the point at which you want it to end, and then right-click to exit the road-laying interface. Bridges can be built individually from the build menu, but they will also be built automatically if, when laying a road, you pass over a river.

Bridge



Available: Epoch I
 Garrison capacity: None
 Hit points: 2500
 Line of sight: 0

Number per territory: Unlimited
 Produces: None
 Production cost: 25 stone, 25 gold
 Special function: Bonus to movement speed

Road

Available: Epoch I
 Garrison capacity: None
 Hit points: 100
 Line of sight: 0
 Number per territory: Unlimited
 Produces: None
 Production cost: 1 stone
 Special function: Bonus to percent movement speed

Military Structures

Military structures include both combat unit-production buildings and defensive structures, including fortresses, outposts, and walls. If a building produces both combat and non-combat units, it's classified as a military structure.

Airport

Available: Epoch XI

Garrison capacity: 10

Hit points: Varies

Line of sight: 8

Number per territory: Unlimited

Produces: Bombers, fighter-bombers, fighters, paratrooper planes

Production cost: 225 stone, 225 gold

Special function: Scramble, flight missions, garrisoned units are repaired and reloaded

Airports produce all of your fixed-wing aircraft. All fighters, fighter-bombers, bombers, nuclear bombers, and paratrooper planes are built and housed at the airport. Unlike most other production buildings, units built at the airport remain garrisoned at the airport until you order them otherwise. Ten units can be garrisoned at a time, and if you build more than the limit, the surplus planes will circle above the airport. These garrison slots are not dependent on a unit's population cost.

To quickly get your aircraft out of the airport, use the Scramble function. Damaged aircraft, or aircraft that run out of ammunition, can be sent back to the airport to reload and repair. Clicking on the airport itself allows you to control all units garrisoned there, even if they are on a flight mission. The airport also allows you to create flight missions, giving you more precise control over your air force. For more on flight missions, see Chapter 1.



Epoch XI

Hit points: 2000



Epoch XIV

Hit points: 3500

Anti-Air Defenses

Available: Epoch X

Garrison capacity: None

Hit points: Varies

Line of sight: Varies

Number per territory: 7

Produces: None

Production cost: Varies

Special function: Attacks air units

Anti-air defenses become available in Epoch X, though aircraft themselves don't become available until Epoch XI. This is important, because it protects slow-to-advance players against being overrun by aircraft when an opponent gains the ability to build them.

Each territory can only contain eight anti-air defenses, and these defenses evolve as you progress. Building them early is not only a smart move, it's cost-efficient, because they become more expensive in later Epochs. Despite the increase in cost, anti-air defenses do evolve, so an AA gun will eventually become a Gatling laser. Air defenses cannot attack ground units, so they are best placed within range of outposts or fortresses that can protect them.

Epoch X (AA Gun)



Damage: 41

Hit points: 500

Line of sight: 11

Production cost: 90 stone, 90 gold

Range: 10

Reload time: 1

Epoch XIII (Ground-to-Air Missile)



Damage: 150

Hit points: 585

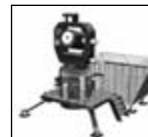
Line of sight: 12

Production cost: 100 stone, 100 gold

Range: 11

Reload time: 3

Epoch XV (Gatling Laser)



Damage: 59

Hit points: 675

Line of sight: 13

Production cost: 110 stone, 110 gold

Range: 12

Reload time: 1

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Barracks

Available: Epoch I
 Garrison capacity: None
 Hit points: Varies
 Line of sight: 5
 Number per territory: Unlimited
 Produces: Light infantry, heavy infantry
 Production cost: 250 wood
 Special function: None

Barracks produce all light and heavy infantry units, as well as any unique mounted units available in Epoch I. It is always a good idea to have multiple barracks, and there is no limit to the number you can build in a single territory. Having two, or even three, barracks allows you to produce units at a much quicker rate. Having multiple barracks is arguably more important than having multiples of other production buildings, because light and heavy infantry will, for the most part, make up the bulk of your armed forces.



Epoch I
 Hit points: 1800



Epoch IV
 Hit points: 2100



Epoch VII
 Hit points: 2400



Epoch X
 Hit points: 2700



Epoch XIII
 Hit points: 3000

Coastal Defenses

Available: Epoch II
 Garrison capacity: None
 Hit points: Varies
 Line of sight: 8
 Number per territory: 6
 Produces: None
 Production cost: 100 stone, 100 gold
 Special function: Attacks naval units

As with anti-air defenses, coastal defenses cannot attack land units. They can only target naval units, and as such should be positioned within range of fortresses or outposts. Coastal defenses are even more vulnerable, because if an enemy transport ship manages to get by them and unload its cargo, the structure is likely a goner. Unlike air defenses, coastal defenses don't get more expensive as you progress through the Epochs. They do, however, get more powerful. Each territory can hold up to six coastal defenses.

Epoch II (Fire Ballista)



Damage: 45
 Hit points: 300
 Range: 8
 Reload time: 1

Epoch V (Fire Catapult)



Damage: 105
 Hit points: 450
 Range: 9
 Reload time: 1

Epoch VIII (Bay Cannon)



Damage: 132
 Hit points: 600
 Range: 9
 Reload time: 3

Epoch XI (Shore Battery)



Damage: 165
 Hit points: 750
 Range: 11
 Reload time: 3

Epoch XIV (Ground-to-Sea Missile)



Damage: 232
 Hit points: 900
 Range: 11
 Reload time: 3

Dock

Available: Epoch I
 Garrison capacity: 10
 Hit points: Varies
 Line of sight: 5
 Number per territory: Unlimited
 Produces: All naval vessels
 Production cost: Varies
 Special function: Repairs garrisoned units, resource drop-off

The dock produces all of your naval units, including combat ships, fishing boats, and trading vessels. It also serves as the drop-off point for fishing boats, and as the market-equivalent for trading ships. Docks have ten garrison slots, and these slots are dependent on the unit's

population cost, so a battle-ship will take up four of its available slots. Only naval vessels can be garrisoned at the dock, and units garrisoned are repaired while inside.



Epoch I

Hit points: 1800
Production cost: 175 wood



Epoch IV

Hit points: 2100
Production cost: 200 wood



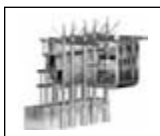
Epoch VII

Hit points: 2400
Production cost: 225 wood



Epoch X

Hit points: 2700
Production cost: 250 wood



Epoch XIII

Hit points: 3000
Production cost: 300 wood

Fortress

Available: Epoch I
Garrison capacity: 10
Hit points: Varies
Line of sight: Varies
Number per territory: 2
Produces: None
Production cost: Varies
Special function: Attack capabilities, heals garrisoned units

Fortresses are a very sturdy defensive structure and, with city centers, are required to

claim most territories. Fortresses become stronger and more expensive as you progress through the Epochs, but they evolve at no cost. Fortresses have ten garrison slots (and can receive more through research), and these slots are population-cost dependent. Garrisoning units in a fortress increases its attack power and also heals units inside. Unlike outposts, fortresses cannot see stealth units.

NOTE

THE DAMAGE BONUS FOR UNITS GARRISONED IN A FORTRESS INCREASES THROUGH THE EPOCHS.

FORTRESS DAMAGE BONUS FOR GARRISONED UNITS

EPOCH	DAMAGE BONUS PER UNIT
Epochs I-III	+2
Epochs IV-V	+3
Epochs VI-IX	+4
Epochs X-XI	+5
Epochs XII-XIII	+6
Epochs XIV-XV	+7



Epoch I

Damage: 75
Hit points: 4200
Line of sight: 7

Production cost: 300 wood, 300 stone
Range: 7
Reload time: 3



Epoch IV

Damage: 100
Hit points: 4800
Line of sight: 9

Production cost: 370 wood, 370 stone
Range: 9
Reload time: 3



Epoch VI

Damage: 115
Hit points: 5800
Line of sight: 9

Production cost: 440 wood, 440 stone
Range: 9
Reload time: 3



Epoch VIII

Damage: 145
Hit points: 6700
Line of sight: 10

Production cost: 510 wood, 510 stone
Range: 10
Reload time: 3



Epoch X

Damage: 170
Hit points: 7600
Line of sight: 10

Production cost: 580 wood, 580 stone
Range: 10
Reload time: 3



Epoch XII

Damage: 200
Hit points: 8250
Line of sight: 11

Production cost: 640 wood, 640 stone
Range: 11
Reload time: 3



Epoch XIV

Damage: 225
Hit points: 9000
Line of sight: 11

Production cost: 700 wood, 700 stone
Range: 11
Reload time: 3

Hangar

Available: XI
 Garrison capacity: 10
 Hit points: Varies
 Line of sight: 8
 Number per territory: Unlimited
 Produces: Observation balloons, helicopters, satellites
 Production cost: 225 stone, 225 gold
 Special function: Repairs garrisoned units

Hangars produce all non-fixed-wing air units, including observation balloons, helicopters, and satellites. Up to ten units can be garrisoned at a time. Hangars can only garrison units produced at the building, and repair damage to any units garrisoned inside.



Epoch XI

Hit points: 2000



Epoch XIV

Hit points: 3500

HERC Manufacturing Facility

Available: Epoch XIV
 Garrison capacity: None
 Hit points: 3000
 Line of sight: 5
 Number per territory: Unlimited
 Produces: All HERCS
 Production cost: 250 stone
 Special function: None



The production center for all units classified as HERCs, the HERC manufacturing facility is first available in Epoch XIV. It does not receive any upgrades and cannot garrison any units. There is no limit on how many can be built in a single territory.

Missile Silo

Available: Epoch XIII
 Garrison capacity: None
 Hit points: 2000
 Line of sight: 10
 Number per territory: 4
 Produces: ICBMs
 Production cost: 350 stone, 75 oil
 Special function: Attack capabilities



Missile silos allow you to build ICBMs, incredibly powerful missiles that will obliterate most units within its blast radius. ICBMs also do significant damage to buildings and have an incredible range. They are expensive, however. ICBMs not only hurt enemy troops, they also hurt any of your own units unfortunate enough to get caught in the blast.

Damage: 4800
 Population cost (ICBMs): 4
 Production cost (ICBMs): 250 gold, 250 oil, 250 uranium
 Range: 256

Outpost

Available: Epoch I
 Garrison capacity: None
 Hit points: Varies
 Line of sight: Varies
 Number per territory: 7
 Produces: None
 Production cost: Varies
 Special function: Attack capabilities, spot stealth units, weather forecast

Outposts are the most important defensive structure available. Though they can only attack ground units, they are the only structure that can spot enemy stealth units. Because you can only build seven per territory, it's important to place them strategically. Either ensure your borders are well-protected with outposts, or place them strategically around your city center. Do not cluster outposts for protection purposes, as this can leave your base very susceptible to espionage. If you must place all your outposts in a single area, make sure you have spies stationed throughout your territory to spot any enemy stealth units that might intrude.

In addition to attacking and spotting stealth units, outposts can give you weather forecasts. Click on any outpost to see the current weather and the predicted weather for the next cycle.

NOTE

OUTPOSTS CANNOT ATTACK DURING EPOCH I UNTIL THE FLUTED PROJECTILE POINTS TECHNOLOGY HAS BEEN RESEARCHED.



Epoch I

Damage: 36
Hit points: 1080
Line of sight: 7

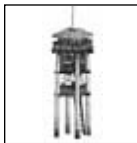
Production cost: 150 wood, 150 stone
Range: 6
Reload time: 2



Epoch IV

Damage: 70
Hit points: 1300
Line of sight: 8

Production cost: 175 wood, 175 stone
Range: 8
Reload time: 3



Epoch VII

Damage: 89
Hit points: 1600
Line of sight: 9

Production cost: 200 wood, 200 stone
Range: 9
Reload time: 3



Epoch X

Damage: 105
Hit points: 1620
Line of sight: 10

Production cost: 225 wood, 225 stone
Range: 11
Reload time: 3



Epoch XIII

Damage: 130
Hit points: 1800
Line of sight: 11

Production cost: 250 wood, 250 stone
Range: 12
Reload time: 3

Stable and Manufacturing Plant

Available: Epoch II
Garrison capacity: None
Hit points: Varies
Line of sight: 5

Number per territory: Unlimited
Produces: Light mounted, heavy mounted, light tanks, heavy tanks
Production cost: 250 wood
Special function: None

The stable is the production building for light and heavy mounted units from Epoch II to Epoch X. The only mounted units not produced at the stable are Epoch I unique mounted units, which are produced at the barracks. In Epoch XI, the stable evolves into the manufacturing plant, which produces all light and heavy tanks for the remaining Epochs. Remember that units produced at the stable do not evolve into tanks in Epoch XI. Each territory can hold an unlimited number of stables or manufacturing plants. It's a good idea to build at least two, as mounted units generally take a fair amount of time to produce.



Epoch II

Hit points: 1800



Epoch V

Hit points: 2100



Epoch VIII

Hit points: 2400



Epoch XI

Hit points: 2700



Epoch XIV

Hit points: 3000

Workshop and Factory

Available: Epoch I
Garrison capacity: None
Hit points: Varies
Line of sight: 5
Number per territory: Unlimited
Produces: Light artillery, heavy artillery, siege units, anti-aircraft units
Production cost: 250 stone
Special function: None

The workshop is your light and heavy artillery production building from Epoch I to Epoch VIII. The workshop also produces all siege units. In Epoch IX, the workshop evolves into the factory, which produces all later-game light and heavy artillery, as well as anti-aircraft units. There is no limit to the number of work

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shops or factories permitted in a territory, and it's advisable to build multiple buildings if you plan on producing a large artillery force.



Epoch I
Hit points: 1800



Epoch V
Hit points: 2100



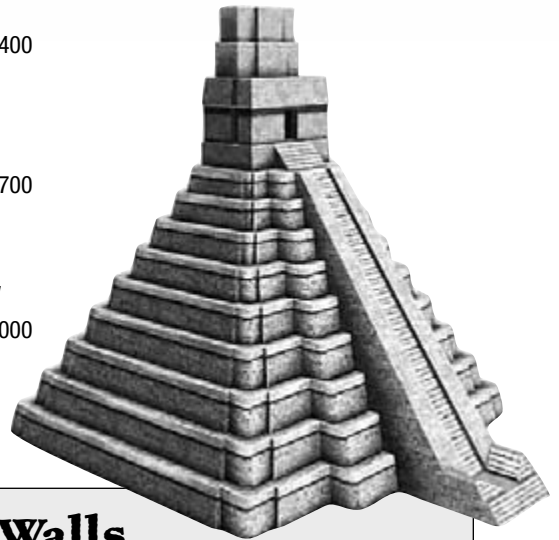
Epoch IX
Hit points: 2400



Epoch XII
Hit points: 2700



Epoch XV
Hit points: 3000



Palisades and Walls

Both palisades and walls provide an excellent defense against enemy ground units, which cannot move beyond them without destroying a fairly large chunk (provided there are no gaps in the structure for the troops to move through or around). Air units can pass over them, but a good defensive line of walls, anti-air defenses, fortresses, and outposts will only be broken by a very large army.

Walls and palisades are placed much like roads. Select a citizen, and select the structure you want to build from the military structures menu. Left-click where

you want the wall or palisade to begin, and then drag it to plot its position. You can anchor the structure by left-clicking again, thereby allowing for angles. To connect the wall or palisade to another section, just drag the path to the point at which you want the two to connect.

Once the wall or palisade is placed, you can add gates. Click the area of the wall or palisade where you want the gate to be placed, then select the Upgrade to Gate option, or simply press **[G]**. Gates can be locked, which prevents your own units from moving through

them. Enemy units cannot move through gates whether they are locked or unlocked, but locking a gate prevents your units from rushing out to engage the enemy at your walls.

Walls can also be upgraded to towers, but palisades cannot. Click on any corner unit of the wall, then click Upgrade to Tower, or press **[T]**. Towers can attack, and you can garrison two units within them. From Epoch I to Epoch X, each unit garrisoned in a wall tower gives the tower a +1 damage bonus. In and after Epoch XI, the bonus increases to +2 per unit.

TIP

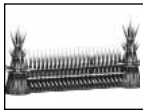
When placing a wall, if you left-click often along the path, it will create more corners that can be upgraded to towers.

Palisades

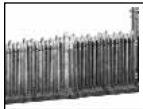
Available: Epoch I
Garrison capacity: None
Hit points: Varies
Line of sight: 2
Number per territory: Unlimited
Produces: None
Production cost: 5 wood
Special function: Can be upgraded to gate



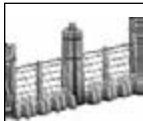
**Epoch I
(Spiked Trench)**
Hit points: 250



**Epoch IV
(Palisade)**
Hit points: 325



**Epoch VII
(Stockade)**
Hit points: 400



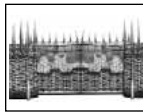
**Epoch X
(Barbed Wire)**
Hit points: 475



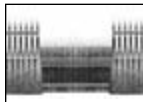
**Epoch XIII
(Electric Fence)**
Hit points: 550

Palisade Gate

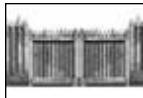
Available: Epoch I
Garrison capacity: None
Hit points: Varies
Line of sight: 2
Number per territory: Unlimited
Produces: None
Production cost: 20 wood
Special function: Can be locked



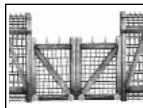
**Epoch I (Spiked
Trench Gate)**
Hit points: 1000



**Epoch IV
(Palisade Gate)**
Hit points: 1200



**Epoch VII
(Stockade Gate)**
Hit points: 1600



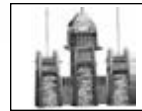
**Epoch X
(Barbed Wire
Gate)**
Hit points: 1900



**Epoch XIII
(Electric
Fence Gate)**
Hit points: 2200

Wall

Available: Epoch II
Garrison capacity: None (see Wall Tower)
Hit points: Varies
Line of sight: 2
Number per territory: Unlimited
Produces: None
Production cost: 12 stone
Special function: Can be upgraded to gate or tower



**Epoch II
(Stone Wall)**
Hit points: 600



**Epoch V
(Granite Wall)**
Hit points: 800



**Epoch VIII
(Brick Wall)**
Hit points: 1000



**Epoch XI
(Reinforced
Concrete Wall)**
Hit points: 1200



**Epoch XIV
(Plasma Wall)**
Hit points: 1400

Wall Gate

Available: Epoch II
Garrison capacity: None
Hit points: Varies
Line of sight: 2
Number per territory: Unlimited
Produces: None
Production cost: 48 stone
Special function: Can be locked

Epoch II (Stone Gatehouse)



Hit points: 2400

Epoch V (Granite Gatehouse)



Hit points: 3200

Epoch VIII (Brick Gatehouse)



Hit points: 4000

Epoch XI (Reinforced Concrete Gatehouse)



Hit points: 4800

Epoch XIV (Plasma Gatehouse)



Hit points: 5600

Wall Tower

Available: Epoch II

Garrison capacity: 2

Hit points: Varies

Line of sight: 4

Number per territory: 8

Produces: None

Production cost: 90 stone, 90 gold
Special function: Attack capabilities

Epoch II (Stone Tower)



Damage: 20

Hit points: 1800

Range: 7

Epoch V (Granite Tower)



Damage: 35

Hit points: 2400

Range: 9

Epoch VIII (Brick Tower)



Damage: 50

Hit points: 3000

Range: 11

Epoch XI (Concrete Tower)



Damage: 65

Hit points: 3600

Range: 12

Epoch XIV (Plasma Tower)



Damage: 80

Hit points: 4200

Range: 13

NOTE

WALLS AND PALISADES, AS WELL AS GATES AND TOWERS, RECEIVE A +1 IMPROVEMENT TO THEIR LINE OF SIGHT THROUGH RESEARCH IN EPOCH II, EPOCH VII, AND EPOCH XI. WALL TOWERS CAN ADDITIONALLY BENEFIT FROM OTHER TECHNOLOGIES IN THESE SAME EPOCHS, GIVING IT A POTENTIAL +2 ENHANCEMENT TO LINE OF SIGHT IN EACH.

Wonders

Wonders are special structures that endow the owner with a significant power that is active as long as the wonder stands. Each civilization has access to three wonders: the first in Epoch I, the second in Epoch VI, and the third in Epoch XI. Civilizations share wonders with other civilizations of their region. So, for instance, all Far Eastern civilizations have access to the same three wonders. See Chapter 29 for a more in-depth look at each civilization and how wonders play into its strengths and weaknesses.

Brandenburg Gate



Available: Epoch VI

Civilization: American, British, German, Greek, Roman

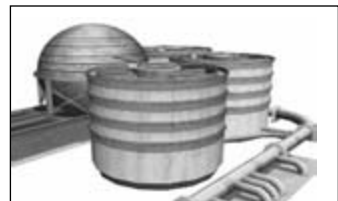
Hit points: 8000

Power: Spoils of War

Production cost: 500 food, 500 wood, 500 stone

The Brandenburg Gate is available to Western civilizations in Epoch VI. It provides the owner with the Spoils of War power, which awards 1 tech point for every five enemies killed. This is an excellent wonder to build during Crowns multiplayer games, when tech bonuses are essential.

Desalinization Plant



Available: Epoch VI

Civilization: Babylonian, Egyptian, Turkish

Hit points: 10000

Power: Life of the Desert

Production cost: 500 food, 500 wood, 500 stone

The Middle Eastern Desalination Plant gives the owner a resource and population boost in the later Epochs. Life of the Desert increases the food harvesting rate by 50 percent, and adds 35 to the possessor's population cap. In tight games of equal armies, the added population can be a significant advantage.

Forbidden Palace



Available: Epoch VI
Civilization: Chinese, Japanese, Korean
Hit points: 8000
Power: Splendor
Production cost: 500 food, 500 wood, 500 stone

Available to Far Eastern civilizations in Epoch VI, the Forbidden Palace gives the owner the Splendor power. This can be a great resource boost, because the Splendor power changes the amount of resources plundered when buildings are captured. If an enemy captures your buildings while in possession of the Forbidden Palace, you lose no resources at all. If you capture an enemy building, you receive 35 percent more of the enemy's resources than the norm.

Great Pyramid of Tenochtitlan



Available: Epoch VI
Civilization: Aztec, Incan, Mayan
Hit points: 8000
Power: Proselytize
Production cost: 500 food, 500 wood, 500 stone

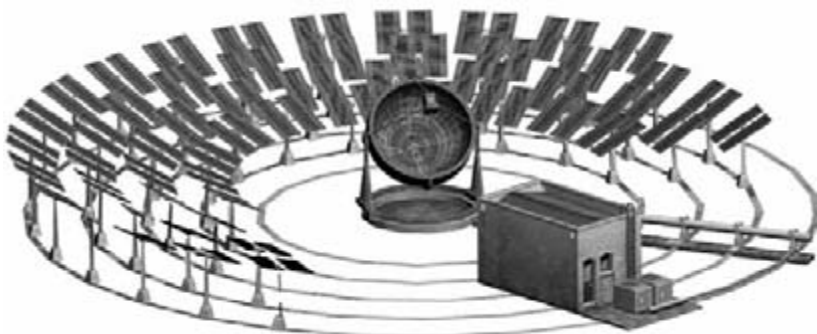
With the Great Pyramid of Tenochtitlan's Proselytize power, whenever a priest converts an enemy unit, there is a 50 percent chance that nearby enemy units will also be converted. Though available to all Meso-American civilizations, this is an especially useful wonder for Mayans, whose priests are generally more powerful than those of other civilizations.

Parthenon



Available: Epoch I
Civilization: American, British, German, Greek, Roman
Hit points: 6000
Power: Colonial Conquest
Production cost: 500 food, 500 wood, 500 stone

The Parthenon is available to Western civilizations in Epoch I, and its Colonial Conquest power makes expansion a much easier task. To capture a new territory, all you need is a barracks and a workshop (or factory in later Epochs), instead of the typical fortress and city center. Though, obviously, those buildings will be needed to secure the territory, simply possessing it still gives you the increased construction time benefits of possessing a territory.



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Pentagon



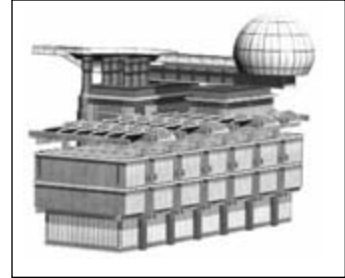
Available: Epoch XI
 Civilization: American, British, German, Greek, Roman
 Hit points: 10000
 Power: Homeland Defense
 Production cost: 500 food, 500 wood, 500 stone

Though not available until the later Epochs, the Pentagon grants its owner an excellent power. Homeland Defense turns every house in your territories into powerful defensive buildings. This is especially helpful for players who are on the ropes and can help repel a serious enemy invasion should they break through your standard defenses.

NOTE

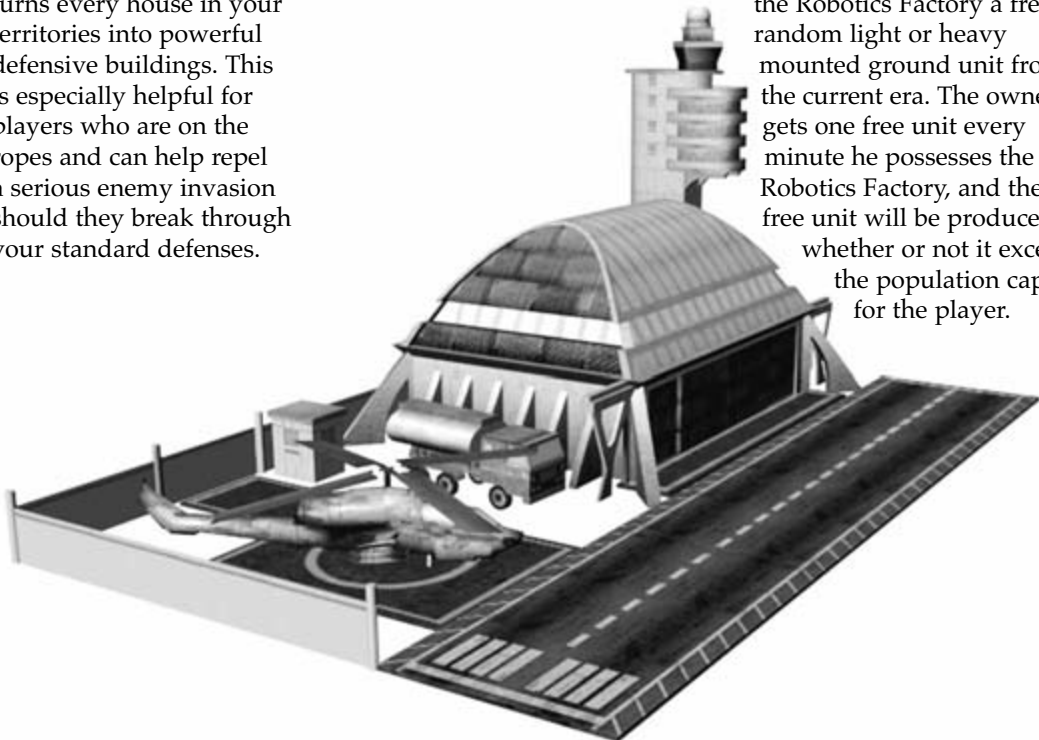
WHEN HOUSES GAIN ATTACK CAPABILITIES, THEY ARE QUITE FORMIDABLE. THOUGH THEY ONLY HAVE A 4-TILE RANGE, HOUSES HAVE GOOD ATTACK DAMAGE. IN EPOCH XI, WHEN THE POWER IS FIRST AVAILABLE, HOUSES DO A BASE DAMAGE OF 70, WITH A +2 BONUS TO DAMAGE FOR EVERY HOUSE IN THE TERRITORY, INCLUDING THE FIRST. IN EPOCH XIV, HOUSES' BASE DAMAGE IS INCREASED TO 80, WITH A SLIGHTLY HIGHER BONUS FOR EACH HOUSE IN A TERRITORY [WITH A MAX BONUS OF +14].

Robotics Factory

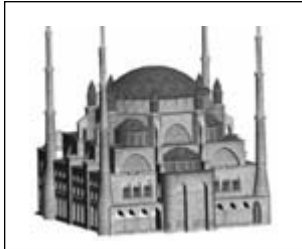


Available: Epoch XI
 Civilization: Chinese, Japanese, Korean
 Hit points: 10000
 Power: Automation
 Production cost: 500 food, 500 wood, 500 stone

Far Eastern civilizations can build the Robotics Factory in Epoch XI. Its Automation power gives the owner of the Robotics Factory a free, random light or heavy mounted ground unit from the current era. The owner gets one free unit every minute he possesses the Robotics Factory, and the free unit will be produced whether or not it exceeds the population cap for the player.



Selimye Mosque



Available: Epoch VI
 Civilization: Babylonian, Egyptian, Turkish
 Hit points: 8000
 Power: Sultan's Reward
 Production cost: 500 food, 500 wood, 500 stone

Middle Eastern civilizations can build the Selimye Mosque beginning in Epoch VI. With this wonder, every unit or building destroyed by the owner grants 20 percent of the gold required to build it. This gives the owner a significant resource advantage, because this gold can then be exchanged for other resources at the market.

Sphinx

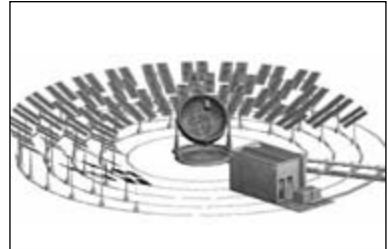


Available: Epoch I
 Civilization: Babylonian, Egyptian, Turkish
 Hit points: 6000
 Power: Riddle of the Sphinx
 Production cost: 500 food, 500 wood, 500 stone

The Riddle of the Sphinx power is simple but undeniably advantageous: it prevents any of the owner's buildings from being captured. Ironically, this includes the Sphinx itself, so it must be destroyed to neutralize its effects.

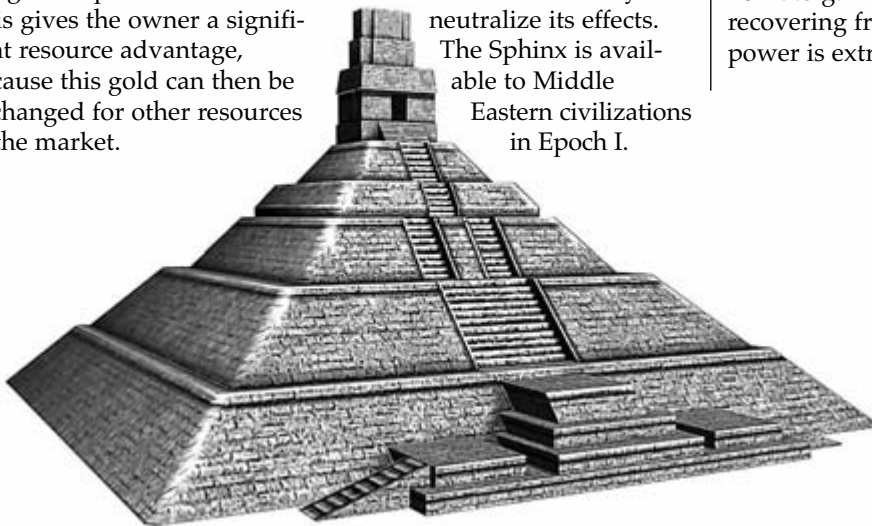
The Sphinx is available to Middle Eastern civilizations in Epoch I.

Solar Power Station



Available: Epoch XI
 Civilization: Aztec, Incan, Mayan
 Hit points: 10000
 Power: Energy Efficiency
 Production cost: 500 food, 500 wood, 500 stone

Meso-American civilizations can build the Solar Power Plant starting in Epoch XI. The Energy Efficiency power granted by the wonder reduces all building construction and repair costs by 50 percent. For late-game land grabs and recovering from an attack, the power is extremely useful.



CHAPTER 35: STRUCTURES

Temple of the Great Jaguar



Available: Epoch I
Civilization: Aztec, Incan, Mayan
Hit points: 6000
Power: Art of War
Production cost: 500 food, 500 wood, 500 stone

The Temple of the Great Jaguar is available to Meso-American civilizations and grants the Art of War power. This power effectively evens the odds when invading an enemy, because all the owner's troops will receive the same morale and fervor bonus as the defending troops when fighting in enemy territory.

Tower of the Moon and Stars



Available: Epoch I
Civilization: Chinese, Japanese, Korean
Hit points: 6000
Power: Farseeing
Production cost: 500 food, 500 wood, 500 stone

A great wonder available in Epoch I to Far Eastern civilizations, the Tower of the Moon and Stars gives the owner the Farseeing power, which significantly increases the line of sight of his or her buildings.

With Farseeing, all buildings have their maximum line of sight. Additionally, you can see all enemy city centers and everything within these city centers' line of sight as well.

